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Legend of the Seven Stars

N64

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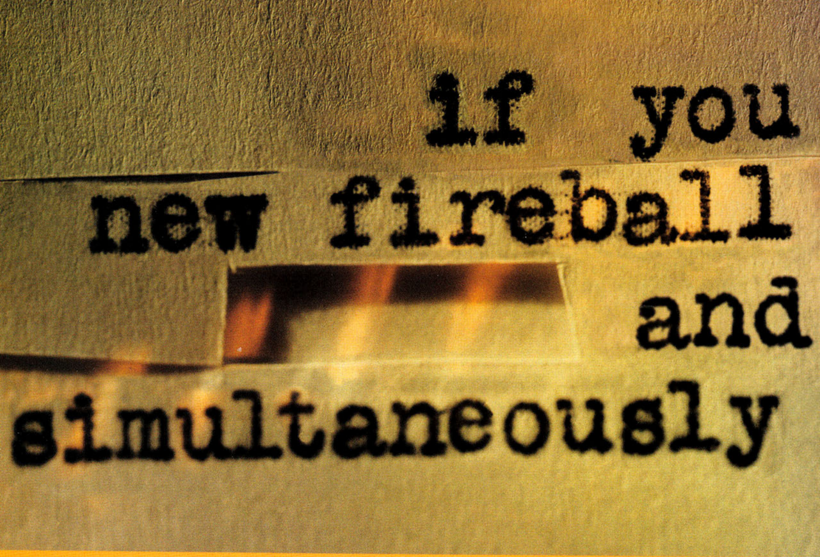
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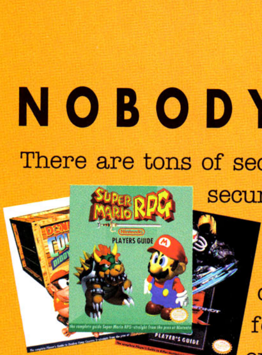
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PLAYER'S GUIDE

There are tons of secrets around a place like Nintendo. There are security guards, computer passwords, identification badges, paper shredders - the whole works. All to keep the critical info. very, very classified. • But there is one place where a few things slide. And that's down to the writers at Nintendo Power. Nobody gets more comprehensive game reviews, previews and information on Nintendo 64 than they do. • Except you, if you become a subscriber. • For just $18.00* a year, you can pick up 12 issues of Nintendo's most

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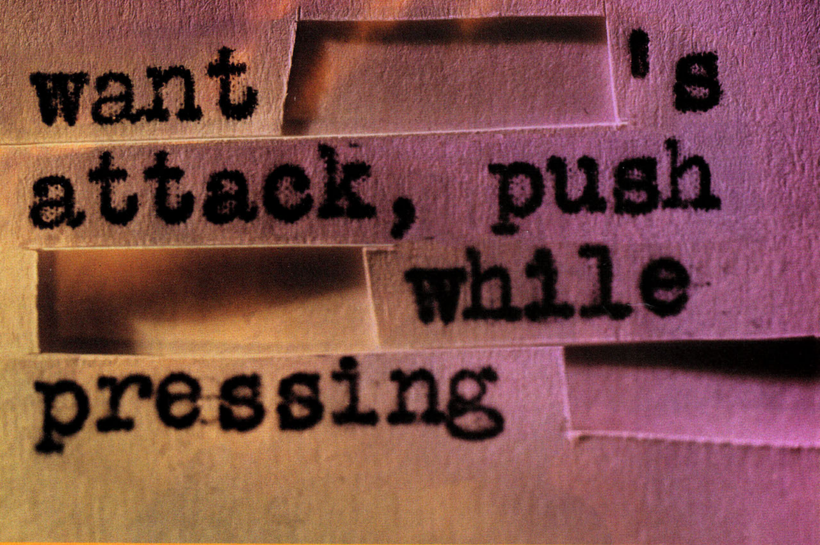
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EARTHWORM JIM 2

KEN GRIFFEY JR.'S Winning Run™

Play Ball! Get out of the dugout and into the game this month with Ken Griffey Jr.'s Winning Run. Our playbook covers the enhanced fielding, new pitches and advanced batting techniques that make the game a grand slam. Step up to the plate, starting on page 10.

KEN GRIFFEY JR.'S Winning Run

Get ready for the triple crown of sports games. Nintendo and the developers at Rare introduce Ken Griffey Jr.'s Winning Run, the hottest baseball video game ever made for a 16-bit system. It's more than a battery-backed, 32-meg cart packed with revolutionary programming techniques and innovations—it's a natural winner that refuses to lose.

KEN GRIFFEY JR.'S WINNING RUN

SUPER NES

A GRAND SLAM HIT

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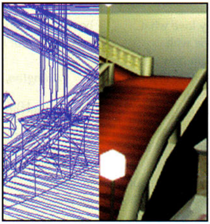
MISSION: IMPOSSIBLE

Your mission, should you choose to accept it, is to go behind the scenes at Ocean to get a first look at Mission: Impossible for the N64. Interviews. Artwork. Exclusive sneak peeks at the game in development. See it before it self-destructs. page 22.



NP AWARDS: THE WINNERS

The votes are in! See which games topped the lists for 1995. How did your favorites stack up? From Best Goodie to Worst Baddie, they're all here, beginning on page 40.

MOHAWK & HEADPHONE JACK

This month, meet a curiously coiffed new duo from Black Pearl. They're bound to turn your world upside down, so you'd better pack the Pepto and take advantage of our complete maps! Part 1 of our coverage begins on page 26.

PLAYER'S PULSE

Killer Instinct 2 has just hit the arcades and we're already getting raves from readers. What do you think of this hot new game? Drop us a line!

KI 2, We Salute You!

I think Killer Instinct 2 rules and is far more advanced than the first one. I've played the arcade so many times that I think I have already lost track of my lavish spending of quarters. Anyway, the graphics are way better and I love the new way of doing combos. It's more challenging and really fun. By the way, I love your magazine. Keep it up!

Ty Tang
via the Internet

Kombo Killer

I just wanted to brag about the best company on earth: Nintendo. I just played KI 2 and I think that it is the best game ever made. I spent $25 on the first day I played it. I love the fake moves and the new ultras and ultimates. I really love what you have done with Sabrewulf. I am now a pro at KI 2, but I know that I don't know more than one tiny fraction of the game. There are so many codes and combos to learn. I just wanted to know if the Nintendo 64 will come out with KI 2. I also love the KI 2 site on the Internet.

Karim Rahim
via the Internet

The Wulf man thanks you, Karim! Right now, there are no plans to directly translate KI 2 for the Nintendo 64. But there will be a KI game incorporating characters and moves from KI 2, and more!

No Kid Stuff

I just received Volume 81, and I must say that I was very offended by Charles Summer's letter. For one thing, while he said Nintendo Power used to be good, but it has gotten way worse, I say, but it has gotten BETTER! And another thing. You do NOT have eight-year-olds eating out of your hands. I happen to be twelve, almost thirteen, and I love your magazine!

Jesse J. Jury
Arlington, Washington

Two! Three! Four! Hut! Hut!

I want to say that Charles Summers is TOTALLY wrong about Nintendo Power. Your magazine is NOT written for preschoolers, because if it was, you would receive hundreds of letters from angered parents about the reviews of Doom, the Mortal Kombat series, and other bloody games that you feature. I think that Nintendo Power has gotten better, not worse, especially with the expanded Player's Pulse section. I also appreciate Sarah LaBrie's letter in Volume 77 about girls not being wimpy. I know some girls at my school that are very tough, especially the one I'm trying to persuade to go to a Valentine's Day dance with me. Most of the girls play football in the mud with the boys!

Bryan Lucier
Woodslee, Ontario

Mostly I'm Right

Greetings, earth people! 'Tis I again, Sarah LaBrie, the one who wrote about girls in games. I somehow in my haste exchanged the word "mostly" for "always" when writing about the number of times girls are portrayed as helpless pink-clad prissies. I mean that it happens a lot, but not all the time. So Greg Loulis (Player's Pulse, Volume 81) was right about my never having played the Super NES Final Fantasy games. Just because one word I wrote was wrong doesn't mean that I'm dead wrong about everything. That really doesn't make sense. So while I take back that one word, everything else still stands.

Sarah LaBrie
Egan, Minnesota

All Right, All Ready!

Quit printing these stupid letters about the portrayal of women in video games. I would like to put this issue to rest right now by saying three things:

1. There are a heck of a lot more male video game players out there than female ones. Therefore, companies try to make games more appealing to guys by making the hero male and all the girls very attractive.
2. I don't know where this idea that the captured princess is any sort of a

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Naomi Chiba—Cincinnati, OH
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Jesse Masters—Buford, GA
Page 7, left to right:
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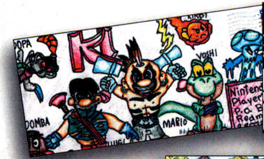

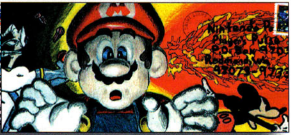

CHRONO TRIGGER
Nintendo Power Player's Pulse
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wimp came from. So what if she got captured by a giant turtle? That could happen to anyone.

3. Finally, there's always a complaint that all the girls in games have perfect bodies and don't wear much. Have you ever noticed what the guys look like?

Colin Wahlert
Rutherford, New Jersey

Heroic Suggestion

A game I would definitely buy would be based on a great epic. Namely, the Adventures of Ulysses. It could feature a variety of gaming genres. The Battle of Troy and Ulysses's battle with the suitors would provide the action element. You could incorporate his escapes from the Lotus Eaters and the Cyclops as puzzles. His wild ride through the Mediterranean Sea could be remade as a simulation game. And finally, the overall game would be an RPG, which is one of my personal favorites. Remember, you got it from me.

Tony Lin
via the Internet

Super Classic

I recently rediscovered a great old game called Super Metroid. It has the best of several genres. It has action, adventure, and RPG elements. I wanted to recommend it for your series on re-released games

Terence Martin
via America Online

In-Depth Stuff

I have subscribed to your magazine for nearly six years, but this is the first time I've ever written to you. I'm concerned about the future of your magazine. First of all, a lot of gamers today write to you saying they only want pictures and codes. Personally, I like to know a little more about a game, like the development techniques used to make it and the story line, which is why I subscribe to Nintendo Power. Second, I completely disagree with the letter in Volume 81 from Dave DiRienzi about the improvements you should make.

1. We don't want rumors.
2. We want comics.
3. Player's Pulse is just fine. Call me strange but I actually enjoyed that picture of the dog reading.

I hope you consider these issues, because a lot of people agree with me.

David Talley
Kansas City, Missouri

The Graphic Truth

First I must tell you I love my Super NES! I do not care for sports games or violent/fighting games like Mortal Kombat. However, I'm a female in my 40s, so go figure. I don't feel video games are harmful to children if age appropriate and if kids have a "balanced menu" that includes non-video activities. I find it difficult to read through some of the graphics. I love your magazine, but it looks cluttered at times. You do have super clever ads to tempt people to subscribe, though. Even ones I've received in the mail I've saved a while to show to people. RPGs are my main interest. I love the new Epic Center section which I feel was meant for me. I just wish when you print photos of the game screens they were larger. I'm an adult and should know better, but even I buy

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Publisher
M. Arakawa

Editor-in-Chief
Gail Tilden

Producer
Yoshio Tsuboike

Senior Editor
Leslie Swan

Senior Writer/Editor
Scott Pelland

Staff Writers
Kent Miller
Terry Munson
Paul Shinoda

Editorial Consultants
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Phil Rogers
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Production Coordinators
Nancy Ramsey
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Design, Game Strategy & Illustration
V DESIGN
Yoshi Orimo
Hiroko Nagami
Katsuyuki Asanuma
Jeff Hazard
Sonja Morris
Ritsuko Yamaji
Hiroshi Nakae
Marty Pappas
Scott Douwes
Brandon Baltzell

Prepress/Design Supervisor
Jay Wergin

Electronic Prepress/Design
Tim Anderson
James Catechi
Karl Deckard
Kim Logan
Billy Noland
Michael Sinkula
David Wharton
Van Williams

Cover Design
Griffes Advertising

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POWER CHARTS

Talk about a blast from the past! Defender/Joust, an Arcade Classic, gallops onto the Game Boy Top 10 for the first time. Meanwhile, on-line game-players catapult Catapult's X-Band modem up the Most Wanted chart. Use it to get on-line and play hit games like Super Mario Kart with other X-Banders a thousand miles away!

SUPER NES TOP 20

	GAME	COMPANY	LAST MONTH	MONTHS ON CHART
1	DONKEY KONG COUNTRY 2: DIDDY'S KONG QUEST	Nintendo	1	7
2	CHRONO TRIGGER	Square Soft	5	10
3	THE LEGEND OF ZELDA: A LINK TO THE PAST	Nintendo	4	52
4	SUPER MARIO WORLD 2: YOSHI'S ISLAND	Nintendo	2	7
5	FINAL FANTASY III	Square Soft	9	17
6	SUPER MARIO RPG	Nintendo	NEW	1
7	SUPER METROID	Nintendo	10	25
8	KILLER INSTINCT	Nintendo	3	11
9	DONKEY KONG COUNTRY	Nintendo	6	19
10	EARTHWORM JIM 2	Playmates	7	7
11	MEGA MAN X3	Capcom	8	3
12	SUPER MARIO KART	Nintendo	13	37
13	MORTAL KOMBAT 3	Williams	11	7
14	CIVILIZATION	Koei	—	2
15	NBA JAM T.E.	Acclaim	19	12
16	EARTHBOUND	Nintendo	14	11
17	SECRET OF EVERMORE	Square Soft	12	8
18	UNIRACERS	Nintendo	—	2
19	KEN GRIFFEY JR. PRESENTS MAJOR LEAGUE BASEBALL	Nintendo	20	25
20	SECRET OF MANA	Square Soft	17	17

TOP 5 RPGs

Nintendo Power readers give a big thumbs up to Super Mario RPG, one of the most eagerly anticipated paks of the year. Meanwhile, Breath of Fire II loyalists push it way, way up the charts. Speak up for your favorite games. Send in your Player's Poll card at the back of this issue!

1. CHRONO TRIGGER (SUPER NES)
2. FINAL FANTASY III (SUPER NES)
3. SUPER MARIO RPG (SUPER NES)
4. BREATH OF FIRE II (SUPER NES)
5. EARTHBOUND (SUPER NES)

MOST WANTED

1. NINTENDO 64
2. KILLER INSTINCT (N64)
3. CRUIS'N USA (N64)
4. X-BAND MODEM
5. DRAGON QUEST VI
6. DOOM (N64)
7. SUPER MARIO RPG
8. MORTAL KOMBAT 3 (N64)
9. VIRTUAL BOY
10. DKC 2: DIDDY'S KONG QUEST

GAME BOY TOP 10

	GAME	COMPANY	LAST MONTH	MONTHS ON CHART
1	THE LEGEND OF ZELDA: LINK'S AWAKENING	Nintendo	1	37
2	DONKEY KONG LAND	Nintendo	2	16
3	METROID II: RETURN OF SAMUS	Nintendo	4	53
4	TETRIS	Nintendo	5	43
5	DR. MARIO	Nintendo	—	40
6	SUPER MARIO LAND 2: 6 GOLDEN COINS	Nintendo	3	43
7	WARIO LAND: SUPER MARIO LAND 3	Nintendo	—	22
8	KIRBY'S DREAM LAND 2	Nintendo	6	9
9	DONKEY KONG	Nintendo	8	22
10	DEFENDER/JOUST	Nintendo	NEW	1

VIRTUAL BOY TOP 5

	GAME	COMPANY	LAST MONTH	MONTHS ON CHART
1	WARIO LAND	Nintendo	1	7
2	MARIO'S TENNIS	Nintendo	3	7
3	MARIO CLASH	Nintendo	4	5
4	GALACTIC PINBALL	Nintendo	2	7
5	3-D TETRIS	Nintendo	NEW	1

LETTERS, CONTINUED...

games at times and am disappointed because what is in my mind are your graphics and drawings instead of the actual game graphics! Keep up the good work.

M. Catlin
Pontiac, Michigan

In the Zone

I think that the new Arena is AWESOME!! The Battle Zone is really cool. It shows how many Nintendo Power members entered the challenge. The scores are now on Nintendo Power Source on America Online! I congratulate you on your success. Keep it up.

Eric Welch
Los Altos, California

Oh Where, Oh Where, Have My Power Charts Gone?

Overall, I like the changes in Nintendo Power. The expanded Player's Pulse and the new Arena really got my attention. But there are a few minor flaws. First, cutting the Power Charts from two pages to one! That was one of my favorite sections! Second, I had a really hard time locating the Classified Information section because you changed the manila border that has been its trademark for the previous 79 volumes! Very big no-no.

Richard Caywood
via America Online

Player's Poll Winner

Climbs into the Treehouse

Excuse Daniel Staskevicius if he's copped a "Been there, done that" attitude of late. The Volume 76 Grand Prize Winner jetted into Seattle and caught a nail-biting Sonics/Spurs classic that very night before dining in style atop the world-famous Space Needle. But the high points of his trip took place inside the four walls of NOA. Daniel picked up a stack of Virtual Boy games and played pre-release copies of Bound High and Dragon Hopper. Even better was a trip to the legendary Treehouse, where master game-player Henry Sterchi gave Daniel an exclusive preview of the Nintendo 64. Daniel then got a wish fulfilled when he squared off against Henry in KI 2. Daniel kept his cool and even got to pull a few finishing moves on the master. Now that's awesome!

Binding Finding

I have been an avid Nintendo Power subscriber for many years, and never have I seen such a perfectly constructed magazine like the January Bonus Issue! I think the new binding is a significant improvement over the old square one, and I hope you decide to keep it throughout the years. Now whenever I open the magazine, it stays open. Although I find your magazine and your Web site very informative, I find them to be too centered around a younger audience. I think you should expand them from the pre-teen age to young adults and over. A larger vocabulary would defininitely be the answer here. More in-depth talks about hardware and software would suit me fine.

Patrick Salmon
Brooklyn, New York

WRITE AWAY RIGHT AWAY!

You've gotten sneak peeks at Super Mario RPG in the pages of Nintendo Power. We want to see your artistic opinions of this hot new title. Send us your drawings, paintings and sculptures!

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Coming soon: Super Mario RPG.
Also:
News about hot new games, the Nintendo 64 & other cool stuff.
This call may be long distance, so before you call, be sure to get permission from whoever pays the bill.

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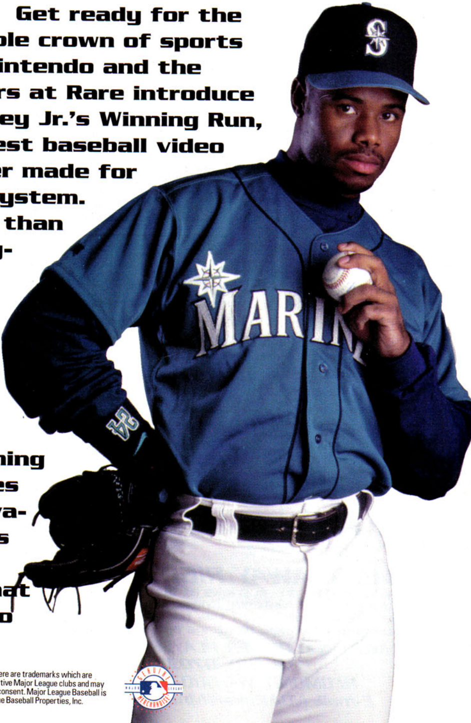
KEN GRIFFEY JR.'s Winning Run™

Get ready for the triple crown of sports games. Nintendo and the developers at Rare introduce Ken Griffey Jr.'s Winning Run, the hottest baseball video game ever made for a 16-bit system. It's more than a battery-backed, 32-meg cart packed with revolutionary programming techniques and innovations—it's a natural winner that refuses to lose.



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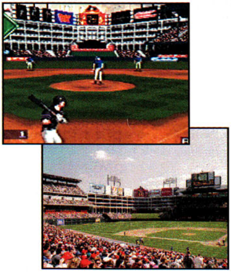
A GRAND SLAM HIT

Most sports game sequels are like leftovers—strip away the spicy new stats served on a bed of minor programming tweaks, and it's the same warmed-over version of a game you had before. Ken Griffey Jr.'s Winning Run isn't a typical sequel. It's a whole new ball game. The developers at Rare (creators of KI and DKC) have served up a delightful smorgasbord of programming innovations and revolutionary techniques that set a new standard of excellence in baseball video games.

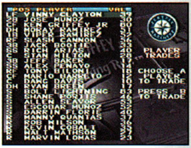


Winning Run features over 700 individual players and 15 authentic ball parks, all three-dimensionally rendered using Advanced Computer Modeling (ACM). Each player was modeled using Alias Power Animator software on a high-powered Silicon Graphics work station and animated with Rare's proprietary motion capture technology. The action is smooth and realistic, with over 4,500 frames of animation in the game. You'll see the result when you watch the batter saunter to the plate, dig in his cleats and nod at the pitcher. The camera angle smoothly pans from first base to third as the pitcher checks the runners. When the batter makes contact with the pitch, the camera angle instantly switches to an overhead perspective and follows the ball. You'll see more action than you would at an actual ball game.

Every ball park is modeled on cutting-edge Alias software and reproduced down to the finest details. Check out Fenway's towering Green Monster, Wrigley's ivy, and Arlington's charm. And Rare's custom sound drivers reproduce the All-American ambiance of a real ball game. You'll hear individual shouts from the crowd and even the occasional cry of "popcorn!" or "peanuts!" from a roaming vendor.

MLB CHALLENGE

NATIONAL
1
3
LEAGUE
WEST
CENTRAL
EAST
OCKIES
ODGERS
ADRES
IANTS
REDS
CUBS
ASTROS
PIRATES
CARDINALS
BRAVES
MARL IN
EXPOS
METS
PHILL



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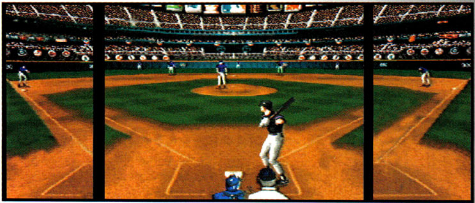
POS PLAYER              VAL
LF  VINNY CLAYTON        39
2B  JOSE MUNOZ           30
CF  KEN GRIFFEY JR       60
DH  MORAY RAMIREZ        51
1B  VIPER RAMIREZ        52
RF  SLASH CANNON         56
3B  JACK BOOTIE          33
SS  RICH ARIAS           40   PLAYER
C   STAN MILTON          28   TRADES
3B  JEFF BAKER           17
SS  ALEX PENAYO          14
RF  TONY BILONI          18  CHOOSE A
CF  MARIO BARRETO        12   PLAYER
C   DAWG DAVIS           10  TO TRADE
DH  RYAN BREEN           17
S   BOLT LIGHTNING       83  PRESS B
S   SHANE PORJIS         46  TO TRADE
S   ALLEN SEAVOR         53
S   ESCOBAR MUNOZ        52
S   DARRIN FLORIE        40
R   MANNY QUANTAS        37
R   ROB NILSON           36
R   KEVIN COBALT         35
R   WALT MATHSON         27
R   MARVIN LOMAS         23
```

There are four modes of play, including MLB Challenge (an exhibition mode), World Series, All-Star Game (which includes a Home Run Derby) and season-long, MLB League mode. Up to eight players can pick teams and play a 26-, 52- or 162-game season in MLB League mode. As you play through a season, you'll build your team by trading for new talent. A player value system keeps trades honest and fair. A new memory compression technique allows you to save your status, trades and stats for all modes of play. Even your lineup changes are recorded.

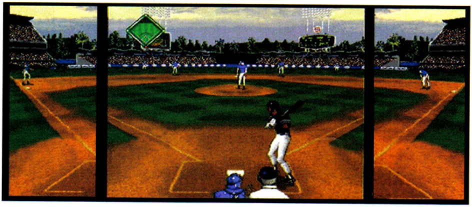
If you finish a All-American mode with a winning record, you receive several cool codes to use in your next game. The number of codes you receive is based on the number of victories. There are codes for several hidden teams, including the Tampa Bay Devil Rays, Arizona Diamond backs and the Nintendo and Rareware teams. Winning Run is licensed by Major League Baseball and includes all the authentic team logos and names, but you won't find the names of the players in the Major Leagues (and unlike the first Griffey game, there isn't an option to customize names). The important thing to remember is that the name of the game is fun, and Winning Run has plenty of it.



Welcome to the show. Step up to the plate and see the big picture from the perspective of a Major League hitter. Nintendo's Ken Griffey Jr.'s Winning Run is packed with innovations that raise the standard of excellence in sports games.

PITCHING

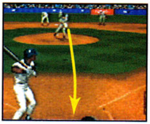
Every pitcher in Ken Griffey Jr.'s Winning Run has four types of pitches: a fastball, a change- up, a curveball, and a specialty pitch. While the specialty pitch is typically the favorite, no pitch is effective if the batter knows what is coming. Keep in mind that the speed and type of pitch affect the pitcher's stamina and performance. A series of fastball pitches will drain a pitcher's energy faster than several change-ups or curveballs. Read on and learn about the strategies for lowering your earned run average and keeping batters at bay.

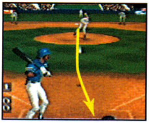


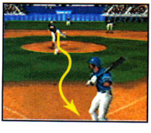
STRIKE 'EM OUT

Prior to play, it's important to review all the attributes of the pitchers you plan to use on the mound. Each pitcher is rated according to five different skills: Stamina, Control, Velocity, Fielding and Throwing. The Stamina meter tells you how long your pitcher can last before he gets tired. If your pitcher is throwing nothing but strikes, a full Stamina bar might get him through nine innings. If your best closer has limited stamina, save him for the final two innings of a game. The Control meter shows how accurately your pitcher throws the ball. A long control bar ensures that you get the pitch you want when you want it, which is critical when the bases are loaded. Velocity shows how fast your pitcher can throw the ball across the plate. Most pitchers with a long Velocity bar have a Super Fastball specialty pitch. The Fielding meter reflects the pitcher's ability to snag line drives, and the Throwing gauge measures the pitcher's accuracy at picking off base stealers.

If you're up against a human opponent, mix up your pitch selection. Throw one or two fastballs inside to make your opponent jumpy, then deliver a slow change-up. The specialty pitch is the best weapon in the pitcher's arsenal. If it's a Super Fastball pitch, the throw will be faster than a normal fastball, if it's a Super Curve pitch, the ball will break more sharply than a typical curveball. While specialty pitches often frustrate batters, you can't rely on one particular pitch to carry you through the inning; variety is the key to winning pitching duels.







SCREWBALL

A Screwball is a pitch that adds spin to the baseball, making it break in the opposite direction of a curveball.

SUPER FASTBALL

A Super Fastball pitch crosses the plate at a velocity exceeding one hundred miles an hour.

SUPER CURVE

Pitchers with a Super Curve can bend their pitch further than an ordinary curveball.

SLIDER

A Slider looks like a fastball, but the pitch breaks as it approaches the plate, sliding off in the same direction as a curveball.

KNUCKLEBALL

A Knuckleball is a pitch thrown with little speed or spin. To the batter, the ball appears to wobble slightly as it flies over the plate.

SUPER CHANGE -UP

A Super Change-Up is a slow pitch thrown with the same motion as a fastball. The deceptive pitch tricks batters into swinging early.

AMERICAN LEAGUE™

Founded in 1901, the American League (AL) originated as a rival to the older and more powerful National League. In 1973, the American League introduced a fundamental change to modern baseball: the controversial designated hitter (DH) rule. If you dislike the DH decision, repeal the ruling by turning it "off" on the Option menu.

The Baltimore Orioles finished third in the AL East in 1995. The Orioles are a disciplined team with skilled players that can win their division. If the Orioles play well, they will be a contender this season.

TOP COMPUTER PICKS

HEAVY HITTER: ERIC COLLAZOS
BEST PITCHER: TRIX McGEE

SECONDARY PICKS

HEAVY HITTER: LOU JUNIOR
BEST PITCHER: JAMIE HAYNES
FASTEST RUNNER: LEE SANDERS

ORIOLE PARK AT CAMDEN YARDS

CAPACITY: 48,000
LEFT FIELD: 333 ft
CENTER FIELD: 400 ft
RIGHT FIELD: 318 ft

The Angels fell behind after the All-Star break and surrendered their AL West lead to the Mariners. If they can add consistency to their pitching and hitting, They'll be a leader throughout the 1996 baseball season.

TOP COMPUTER PICKS

HEAVY HITTER: KING CROCKETT
BEST PITCHER: COBRA KANES

SECONDARY PICKS

HEAVY HITTER: ERIC LUCAS
BEST PITCHER: JAMIE FLORIN
FASTEST RUNNER: SPEEDY BAYLOCK

ANAHEIM STADIUM

CAPACITY: 64,593
LEFT FIELD: 333 ft
CENTER FIELD: 404 ft
RIGHT FIELD: 333 ft

The Chicago White Sox went from pennant contenders to potential cellar dwellers in the AL Central. The White Sox must add strength to their bull pen if they wish to become a real threat to the Cleveland Indians.

TOP COMPUTER PICKS

HEAVY HITTER: BIG Magoo
BEST PITCHER: JULIO RAMOS

SECONDARY PICKS

HEAVY HITTER: SANDY MATTHEWS
BEST PITCHER: DUKE STILL
FASTEST RUNNER: PAUL COMET

COMISKEY PARK

CAPACITY: 44,321
LEFT FIELD: 337 ft
CENTER FIELD: 400 ft
RIGHT FIELD: 347 ft

The Seattle Mariners fell in the 1995 American League Championship Series to Cleveland. With a healthy Ken Griffey Jr. and an improved bullpen, Seattle is likely to make a back-to-back trip to post-season play.

TOP COMPUTER PICKS

HEAVY HITTER: KEN GRIFFEY JR.
BEST PITCHER: BOLT LIGHTNING

SECONDARY PICKS

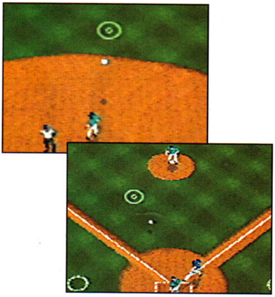
HEAVY HITTER: MORAY RAMIREZ
BEST PITCHER: ESCOBAR MUNOZ
FASTEST RUNNER: VINNY CLAYTON

KINGDOME

CAPACITY: 58,823
LEFT FIELD: 328 ft
CENTER FIELD: 400 ft
RIGHT FIELD: 328 ft

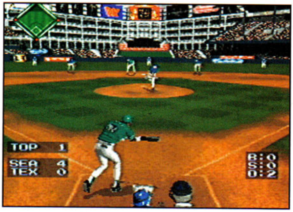
BATTING

No matter how well you pitch, you won't win unless you can score. Know your offensive options before you leave the on deck circle.



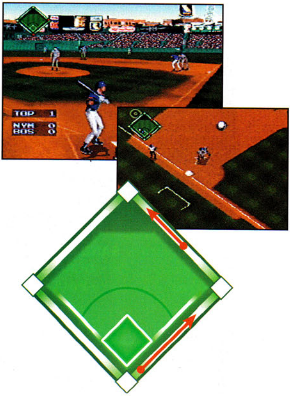
BATTER UP!

Winning Run gives batters more offensive strategies than typical baseball games do. Aim for a location in the park (like the gap in right field) by adjusting your stance and holding Left or Right on the Control Pad as you hit the ball. Pressing Up or Down on the Control Pad lets you connect for a grounder or a fly ball. The developers at Rare designed the batting program on real physics models, which means the baseball can land almost anywhere, both inside and outside the park.



BUNTING

Bunting is a risky but effective method for advancing your runners into scoring position. As the pitcher prepares to wind up, move your batter close to the plate and hold down the Y Button. Your batter will square up over the plate in a bunting stance. Increase your odds for success by holding Left or Right on the Control Pad as you press the Y Button. This bunts the ball along the baseline, forcing the pitcher or catcher to spend valuable time chasing the rolling ball.



BASERUNNING

Successful baserunning demands timing and a thorough understanding of the outfield radar screen. The red dots on the perimeter of the radar display represent the locations of base runners on the baseline. Take your lead by tapping the X Button once and pressing the Control Pad in the direction of the base you're going to steal. Try to imagine the Control Pad as a baseball diamond. Right is first base, Up is second base, Left is third base and Down is home. After you take your lead, tap the X Button again to make the runner steal the base. If the ball is hit fair, runners who are leading off automatically advance to the next base. Most experienced players figure out that the computer pitcher is into his wind up when he shifts his feet on the mound. As soon as the pitcher moves, tap the X Button and desired base on the Control Pad to alert your runners. If your batter hits a short pop fly, remember to reverse your runners before you end up in a double or triple play.

AMERICAN LEAGUE

TEXAS RANGERS

A leader at the beginning of the 1995 season, the Texas Rangers fell off the pace in the heated race for the AL West title. The Rangers must acquire consistent pitching to complement their bevy of big batters.

TOP COMPUTER PICKS

HEAVY HITTER: CRUSH FERAZA
BEST PITCHER: CRAZY CALHOON

SECONDARY PICKS

HEAVY HITTER: BUD BUSHMAN
BEST PITCHER: ALAN CARTER
FASTEST RUNNER: BLAZER BROWN

THE BALLPARK IN ARLINGTON

CAPACITY: 48,100
LEFT FIELD: 332 ft
CENTER FIELD: 400 ft
RIGHT FIELD: 325 ft

Royals

The Kansas City Royals settled for second in the AL Central after they were trounced by the mighty Cleveland Indians. If the Royals want to catch their pennant dreams, they need to spend more time at batting practice.

TOP COMPUTER PICKS

HEAVY HITTER: BUFFALO HANSON
BEST PITCHER: HENRY HOODWINK

SECONDARY PICKS

HEAVY HITTER: SID RUMACK
BEST PITCHER: TIM DUCKWORTH
FASTEST RUNNER: FRANK SLATER

KAUFFMAN STADIUM

CAPACITY: 40,625
LEFT FIELD: 330 ft
CENTER FIELD: 410 ft
RIGHT FIELD: 330 ft

CLEVELAND Indians

While the Cleveland Indians made it to the 1995 World Series, they were easily defeated by the Atlanta Braves. The Indians' effective bull pen and powerful hitters make them the toughest team in the AL Central Division.

TOP COMPUTER PICKS

HEAVY HITTER: FRANK LIBERTY
BEST PITCHER: RONNY ROSIN

SECONDARY PICKS

HEAVY HITTER: JUAN ORTEGA
BEST PITCHER: JAMES HYATT
FASTEST RUNNER: JIMMY STEALTH

JACOBS FIELD

CAPACITY: 50,516
LEFT FIELD: 328 ft
CENTER FIELD: 400 ft
RIGHT FIELD: 328 ft

MINNESOTA Twins

Last year the Minnesota Twins sank to the bottom of the AL Central with the worst record in the American League. Without substantial trades or acquisitions, the Twins might duplicate their performance again this year.

TOP COMPUTER PICKS

HEAVY HITTER: MACK O'MIGHTY
BEST PITCHER: NATE NITRO

SECONDARY PICKS

HEAVY HITTER: HUSKY HARWOOD
BEST PITCHER: TOM DONALDSON
FASTEST RUNNER: JET SALSBURY

HUBERT H. HUMPHREY METRODOME

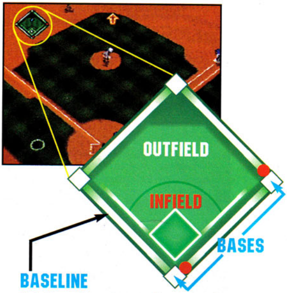
CAPACITY: 55,883
LEFT FIELD: 343 ft
CENTER FIELD: 408 ft
RIGHT FIELD: 327 ft

FIELDING

As it is in real baseball, fielding is the most challenging part of Ken Griffey Jr.'s Winning Run. The key to victory is knowing how to read the outfield radar screen. Understanding the outfield radar makes the difference between trying to play and playing to win.

BASELINE

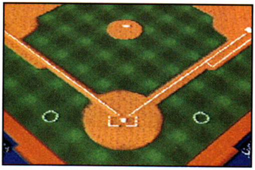
The ball field baseline is displayed on the outer perimeter of the outfield radar screen. A red dot along the baseline represents a base runner's position. The lowest corner on the radar is home plate. First base is in the right-hand corner, second base is at the top of the radar screen, and third base is the left corner. Rookies are often confused when they see runners beyond center field on the radar screens. It's easier on your ego if you learn to play the game with the Fielding Assist and Auto-Fielding options on. Remember that the baseline and field displays are two separate sources of information. If your opponent has a runner on base, watch the red dots prior to delivering the pitch. If you do so, you'll always have an idea of how close a base runner is to stealing a base.



Red dots on the perimeter of the outfield radar represent runners on the baseline. Check the runners' leads before you deliver your pitch.

INFIELD

You can follow most infield action without the radar screen. Use the B Button to make a selected fielder dive or jump for the ball. After the ball is caught, press the B button again with the Control Pad pointed at the appropriate base. If you need to unload the ball in a hurry, press the X Button for an extra fast throw.

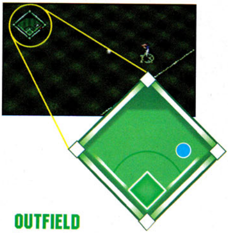


INFIELD

You need to react fast to catch an infield ball. Move the blue dot, representing the fielder closest to the ball, into the path of the moving white dot. As the fielder closes in, press the B Button to leap or dive for the ball.

OUTFIELD

Winning Run incorporates a revolutionary fielding system called the Virtual Play System (VPS) that realistically simulates the way a major league team would set up its defense on the field. If you select Automatic Fielding, the VPS takes over your defensive decisions. The outfield radar screen provides players with an overhead perspective of the entire field. The player nearest to the ball is represented by a blue dot. A flashing white dot indicates where the ball is going to land, and a steady white dot shows the present location of the baseball. To catch a pop fly, move the fielder closest to the ball (the blue dot), into the drop zone (the flashing white dot) before the ball hits the ground.



OUTFIELD

To catch a pop-fly, move your outfielder (the blue dot), over the white dot. As your fielder reaches the location, you will see a circle where the ball will land.

AMERICAN LEAGUE

MILWAUKEE BREWERS

Last year, the Milwaukee Brewers finished 35 games behind in the AL Central Division. Without significant trades, the team lacks the necessary depth in hitting and pitching to challenge the leaders in their division.

TOP COMPUTER PICKS

HEAVY HITTER: ARMS BRODY
BEST PITCHER: CURLY BERKMAN

SECONDARY PICKS

HEAVY HITTER: DEAN WEST
BEST PITCHER: MORRIS DOUGLAS
FASTEST RUNNER: DUKE HUNTSON

COUNTY STADIUM

CAPACITY: 50,516
LEFT FIELD: 315 ft
CENTER FIELD: 402 ft
RIGHT FIELD: 315 ft

OAKLAND ATHLETICS

Last year, the Oakland Athletics plummeted to the lowest rung in the AL West. If the Athletics can avoid injuries and enhance their bull pen, they will pose a challenge to their division rivals throughout the 1996 season.

TOP COMPUTER PICKS

HEAVY HITTER: BULL GIGANTE
BEST PITCHER: TRICKY ALFONZO

SECONDARY PICKS

HEAVY HITTER: BURN BLACKMORE
BEST PITCHER: JUAN CHAVEZ
FASTEST RUNNER: SCORCH McFADEN

OAKLAND-ALAMEDA COUNTY STADIUM

CAPACITY: 47,313
LEFT FIELD: 330 ft
CENTER FIELD: 400 ft
RIGHT FIELD: 330 ft

BOSTON RED SOX

AL East Champions, the Boston Red Sox were swept by the Cleveland Indians in the play-offs. The team remains well-balanced with capable pitching and hitting and is favored to win its division again this year.

TOP COMPUTER PICKS

HEAVY HITTER: BROOKER BROOKS
BEST PITCHER: SPARKY BUTANE

SECONDARY PICKS

HEAVY HITTER: MEAT LARVUE
BEST PITCHER: SLIP SLYDEN
FASTEST RUNNER: TONY BROOKS

FENWAY PARK

CAPACITY: 33,925
LEFT FIELD: 315 ft
CENTER FIELD: 390 ft
RIGHT FIELD: 302 ft

DETROIT Tigers

The Detroit Tigers hung on by their claws to stay out of the AL East cellar in 1995. The big Tiger bats need support from their bull pen. If Detroit's defense can't hold together, the team will struggle this season.

TOP COMPUTER PICKS

HEAVY HITTER: CHIEF CABOOSE
BEST PITCHER: NICK GLENN

SECONDARY PICKS

HEAVY HITTER: GARY KRYTEN
BEST PITCHER: SMOKIE SALMAN
FASTEST RUNNER: TURBO TAINES

TIGER STADIUM

CAPACITY: 52,416
LEFT FIELD: 340 ft
CENTER FIELD: 440 ft
RIGHT FIELD: 325 ft

AMERICAN LEAGUE

NEW YORK Yankees

The New York Yankees were a wild card team in the 1995 post-season, but eventually fell to the Mariners. The Yankees possess a strong bull pen and can win if their batters take up the slack on the offensive attack.

TOP COMPUTER PICKS

HEAVY HITTER: JOSE CRUSHITO
BEST PITCHER: HOT COLES

SECONDARY PICKS

HEAVY HITTER: BRIAN TILLMAN
BEST PITCHER: TOM FOOLERY
FASTEST RUNNER: ROGER MENDEZ

YANKEE STADIUM

CAPACITY: 57,545
LEFT FIELD: 331 ft
CENTER FIELD: 405 ft
RIGHT FIELD: 312 ft

TORONTO BLUE JAYS™

Back-to-back World Series winners prior to the 1994 baseball strike, the Toronto Blue Jays sank to the bottom of the AL East in 1995. While the Jays remain strong, they face a tough division packed with good teams.

TOP COMPUTER PICKS

HEAVY HITTER: JARVIS JENKINS
BEST PITCHER: SHIFTY GOMEZ

SECONDARY PICKS

HEAVY HITTER: JARVIS JENKINS
BEST PITCHER: GREG FROST
FASTEST RUNNER: MOTOR MARTINO

THE SKYDOME

CAPACITY: 50,516
LEFT FIELD: 328 ft
CENTER FIELD: 400 ft
RIGHT FIELD: 328 ft

NATIONAL LEAGUE™

Formed in 1876, the National League (NL) is one of the oldest professional sports organizations in existence. Unlike the American League, the National League does not use the designated hitter rule, so every NL pitcher has his turn in the batter's box. The National League leads the American League in All Star game victories, 39-26-1.

COLORADO ROCKIES™

The Colorado Rockies took their first ride to the play-offs in 1995. The team is packed with offensive talent and a solid bull pen, and there's every indication that the team will be in the pennant race this season.

TOP COMPUTER PICKS

HEAVY HITTER: ALAN PARKER
BEST PITCHER: WALLY SLINGER

SECONDARY PICKS

HEAVY HITTER: JIM PASLEY
BEST PITCHER: PETE HEWITT
FASTEST RUNNER: MATT TROTTER

COORS FIELD

CAPACITY: 50,000
LEFT FIELD: 347 ft
CENTER FIELD: 415 ft
RIGHT FIELD: 350 ft

LOS ANGELES Dodgers™

The Dodgers won the NL West title in 1995 before losing to the Cincinnati Reds in postseason play. With a young and formidable lineup, they'll be aiming for a rematch on the road to the 1996 World Series.

TOP COMPUTER PICKS

HEAVY HITTER: BOPPER O'RILEY
BEST PITCHER: TYPHOON KUROI

SECONDARY PICKS

HEAVY HITTER: GRANDE CARENA
BEST PITCHER: RICKY ALVAREZ
FASTEST RUNNER: BOBBY BAKER

DODGER STADIUM

CAPACITY: 56,000
LEFT FIELD: 330 ft
CENTER FIELD: 395 ft
RIGHT FIELD: 330 ft

NATIONAL LEAGUE

PADRES™

Although San Diego avoided the bottom of NL West in 1995, the team has a lot of room for improvement. The Padres desperately need heavy hitters and solid pitching to keep pace with their division rivals.

TOP COMPUTER PICKS

HEAVY HITTER: ANVIL GROVES
BEST PITCHER: PETE KING

SECONDARY PICKS

HEAVY HITTER: SAM SCORCHER
BEST PITCHER: DAMIAN HILL
FASTEST RUNNER: BILLY HARPER

JACK MURPHY STADIUM

CAPACITY: 59,700
LEFT FIELD: 327 ft
CENTER FIELD: 405 ft
RIGHT FIELD: 327 ft

SAN FRANCISCO GIANTS™

Mediocre pitching stifled the offensive talent of the San Francisco Giants, dumping the team into the bottom of NL West in 1995. If the Giants can hang tough on the mound, they will make a better showing this season.

TOP COMPUTER PICKS

HEAVY HITTER: MUSCELS MCFEE
BEST PITCHER: KYLE McNASTY

SECONDARY PICKS

HEAVY HITTER: BULL HIGGINS
BEST PITCHER: JAMES ASHELY
FASTEST RUNNER: SANDY FALCON

3COM PARK

CAPACITY: 62,000
LEFT FIELD: 335 ft
CENTER FIELD: 400 ft
RIGHT FIELD: 328 ft

CHICAGO CUBS™

While the Chicago Cubs were hot early in 1995, they faded after the All-Star break. The Cubs need more strength and depth in their roster. The team needs to make several trades before it can reach the play-offs.

TOP COMPUTER PICKS

HEAVY HITTER: REBEL RUIZ
BEST PITCHER: SLIDER FULTON

SECONDARY PICKS

HEAVY HITTER: PAT EDWARDS
BEST PITCHER: CORY HOWARD
FASTEST RUNNER: NEIL SWAIN

WRIGLEY FIELD

CAPACITY: 38,756
LEFT FIELD: 355 ft
CENTER FIELD: 400 ft
RIGHT FIELD: 353 ft

CINCINNATI REDS™

The Reds lost in the National League Championship Series to the Atlanta Braves. Cincinnati is a solid team with a long roster of healthy hitters and precision pitchers. Look for a repeat in postseason play this year.

TOP COMPUTER PICKS

HEAVY HITTER: RAM DONALDSON
BEST PITCHER: LIGHTNING PETE

SECONDARY PICKS

HEAVY HITTER: BRUTUS MCBAIN
BEST PITCHER: HOMER NEELY
FASTEST RUNNER: CURTIS SWING

RIVERFRONT STADIUM

CAPACITY: 52,952
LEFT FIELD: 330 ft
CENTER FIELD: 404 ft
RIGHT FIELD: 330 ft

NATIONAL LEAGUE

The Houston Astros started slowly in 1995 but finished second in the NL Central, narrowly missing a wild card berth. If Houston can add batting power to its roster, it will have a shot at the 1996 play-offs.

TOP COMPUTER PICKS

HEAVY HITTER: SLICK FITZ
BEST PITCHER: B.B. BABCOCK

SECONDARY PICKS

HEAVY HITTER: RAZOR SIZEMORE
BEST PITCHER: RICH HENRY
FASTEST RUNNER: CAL HIBBARD

THE ASTRODOME

CAPACITY: 53,821
LEFT FIELD: 335 ft
CENTER FIELD: 400 ft
RIGHT FIELD: 325 ft

The St. Louis Cardinals are famous for their speed around the bases, but they need to work on their hitting and pitching. Without additional depth in the bull pen, the team will fall behind in the NL Central Division.

TOP COMPUTER PICKS

HEAVY HITTER: KARL MURRAY
BEST PITCHER: HARRY HEATER

SECONDARY PICKS

HEAVY HITTER: MOOKIE ROLLINS
BEST PITCHER: OMAR VALERA
FASTEST RUNNER: JULIO RAMOS

BUSCH STADIUM

CAPACITY: 56,627
LEFT FIELD: 330 ft
CENTER FIELD: 402 ft
RIGHT FIELD: 330 ft

The Pittsburgh Pirates struggled with weak pitching and batting throughout 1995. This year the team's destiny rests on the shoulders of its fresh, young players. Several trades might improve the Pirates' chances.

TOP COMPUTER PICKS

HEAVY HITTER: BARRY DAVIES
BEST PITCHER: RACOON DAVIES

SECONDARY PICKS

HEAVY HITTER: MATT CRUMPTON
BEST PITCHER: JOHN WILLS
FASTEST RUNNER: NIGEL HAMBLETT

THREE RIVERS STADIUM

CAPACITY: 47,972
LEFT FIELD: 335 ft
CENTER FIELD: 400 ft
RIGHT FIELD: 335 ft

The Atlanta Braves won it all in the 1995 World Series. They have an experienced bull pen and a pack of precision hitters, and they're favored to dominate the NL East. Look for them again in post-season play this year.

TOP COMPUTER PICKS

HEAVY HITTER: STEVIE SWIFT
BEST PITCHER: MIKE MARKSMAN

SECONDARY PICKS

HEAVY HITTER: ADONIS SHAW
BEST PITCHER: LEFTY GUNNISON
FASTEST RUNNER: ROCKET O'HARA

FULTON COUNTY STADIUM

CAPACITY: 52,710
LEFT FIELD: 325 ft
CENTER FIELD: 405 ft
RIGHT FIELD: 325 ft

NATIONAL LEAGUE

The Florida Marlins continue to improve their starting and relief pitchers. If the team's offense shapes up, it will pose a significant threat to the New York Mets and the Philadelphia Phillies in the NL East.

TOP COMPUTER PICKS

HEAVY HITTER: SLUGGO STEEL
BEST PITCHER: FLEX BOWMAN

SECONDARY PICKS

HEAVY HITTER: GREG LEIPER
BEST PITCHER: TED MICHAELS
FASTEST RUNNER: SWIFTY MUNOZ

JOE ROBBIE STADIUM

CAPACITY: 48,000
LEFT FIELD: 335 ft
CENTER FIELD: 410 ft
RIGHT FIELD: 345 ft

The New York Mets concluded 1995 in second place in the NL East, 21 games behind the Atlanta Braves. If they are going to challenge Atlanta in 1996, the Met's lineup needs to make some clutch hits at the plate.

TOP COMPUTER PICKS

HEAVY HITTER: BUSTER DAVIS
BEST PITCHER: SAMMY DUNCAN

SECONDARY PICKS

HEAVY HITTER: ROCK READY
BEST PITCHER: BOLT BUZZARD
FASTEST RUNNER: ROCK READY

SHEA STADIUM

CAPACITY: 55,601
LEFT FIELD: 338 ft
CENTER FIELD: 410 ft
RIGHT FIELD: 338 ft

Last year the Montreal Expos defied sports pundits' predictions and sank to the bottom of the NL East. If the Expos can pick up some seasoned sluggers, the team might turn around and stomp on its division rivals.

TOP COMPUTER PICKS

HEAVY HITTER: CRASH CRONKITE
BEST PITCHER: SHARK GONZALEZ

SECONDARY PICKS

HEAVY HITTER: MATTY LAFON
BEST PITCHER: JAMIE VARGAS
FASTEST RUNNER: MATTY LAFON

OLYMPIC STADIUM

CAPACITY: 46,500
LEFT FIELD: 325 ft
CENTER FIELD: 404 ft
RIGHT FIELD: 325 ft

The Phillies had a great start in 1995 but eventually faded into obscurity. If the team adds offense to its lineup and new pitching to its bull pen, they will make a good showing in the NL East pennant race.

TOP COMPUTER PICKS

HEAVY HITTER: OX BUNYON
BEST PITCHER: SNAKE McMILLAN

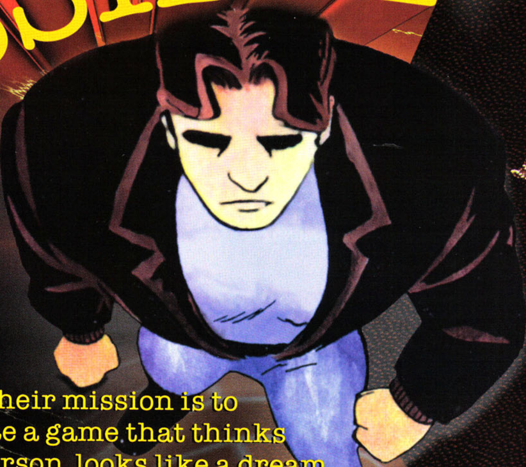
SECONDARY PICKS

HEAVY HITTER: DANNY BAYLISS
BEST PITCHER: ED RADKE
FASTEST RUNNER: DENNY RAILS

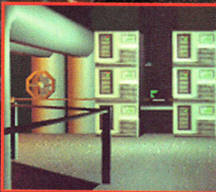
VETERANS STADIUM

CAPACITY: 62,382
LEFT FIELD: 330 ft
CENTER FIELD: 408 ft
RIGHT FIELD: 330 ft

ANYTHING IS POSSIBLE



Their mission is to create a game that thinks like a person, looks like a dream, and feels like you're in the middle of a heart-pounding nightmare. Ocean's development team may have its hands full in bringing to life Tom Cruise's Mission: Impossible, but they have a high-tech dream machine to help them, the Nintendo 64.



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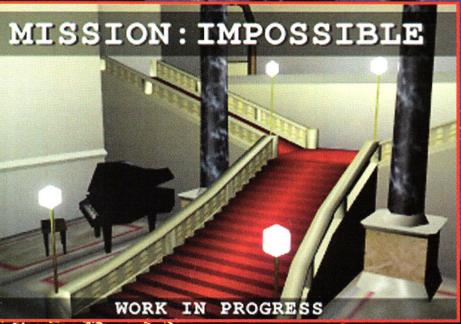


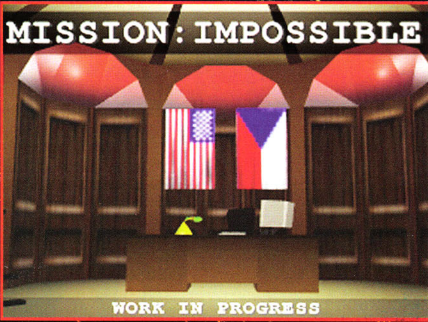
SPY VS. SGI

Ocean of America may be working on the impossible, Mission:Impossible for the Nintendo 64 to be precise, but they believe that nothing is truly impossible given enough effort and creativity. The team of about a dozen programmers, artists and designers has gigabytes of both. Over the past year, they have spent their waking hours creating a game that brings the Mission Impossible world of spies and intrigue to life for the Nintendo 64. In the early days, they knew only that they had to make a game unlike any other. That was the mission. This is the result, so far.

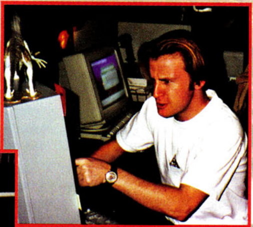
The first design concepts put forth by the team included fully pre-rendered backgrounds like those that you see in Killer Instinct 2. "We thought we could make these beautiful backgrounds and have 3-D characters moving around on them," laughs Mark Rogers, Ocean's software development manager and MI producer. "That idea lasted about two or three minutes once we got the real specs on the Nintendo 64." Mark and his colleagues quickly realized that the real strength of the N64 is its ability to generate beautiful, 3-D environments and animation in real time. Pre-rendered stuff was just a memory hog that limited game play. The core team, consisting of Mark, lead programmer David Dixon and graphics manager Adrian Ludley, set to work creating a game that would capture the essential nature of Mission:Impossible with all of its gadgets, disguises and the cool theme music. They had Silicon Graphics Indigo computers and Alias software to get them started. They also had experience working with 3-D modeling from the Lobo project. (For more on Lobo, see the review in this month's issue.) Early meetings with Paramount helped Ocean decide which settings to use in their game, but the settings were really just points of departure. "We were given some basic information and photos from the movie," said Adrian Ludley, while showing us storyboard sketches like those included here. "We made some thumbnails to get us started, but each area has evolved on its own. All of it is changing and improving every day."

What began to emerge from the design team was a game featuring complex relationships between characters and the player who takes the role of Mission Impossible's Ethan Hunt. The game, as they conceived it, sends you off on various missions loosely based on the movie.

In some of the missions, your goal is to gain access to a secure position, then escape. For instance, in order to stop a nuclear arms deal between the Russians and the Arabs, you must break into a heavily defended compound with guard towers and search lights, not to mention armed guards who have orders to shoot anyone who looks like a CIA spy. After finessing your way into the armory, you'll have to bust out again. How you prepare your escape route on the way in will determine if you escape or not. Capture is not recommended since enemy agents think nothing of throwing you off a ledge, filling your boots with cement or tying you to the railroad tracks in front of a speeding train. When Adrian showed us one of these ending animations, he was surprised to find that someone had texture mapped an image of his face onto the train track victim. "That wasn't in there before," he joked. "Somebody must want my job." (Just about everyone, we would think.)



David Dixon could probably program a pig to fly he wanted.



Somebody is trying to run over Adrian Ludley with a virtual train.

Mark Rogers dreams of using karaoke in his games. Not.

COVERT ACTION

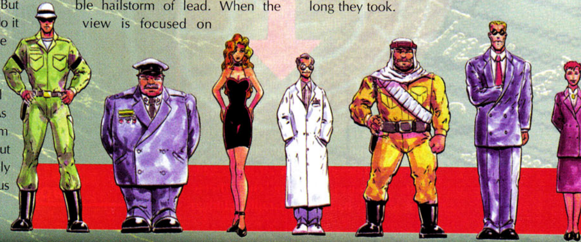
Other missions in MI include a covert trip to a foreign embassy, interrogation at the hands of some treacherous CIA agents, escape from the CIA building and a second mission that sends you back into a different part of CIA headquarters, a rendezvous at Waterloo Station and the final arcade-type shoot-em-up on a speeding train. The action in each mission is limited to a particular 3-D environment in which everything you need to complete the job is on hand. "We didn't build hundreds of rooms with one clue in each room," Mark told us. "Instead, every room we use is vital. Every room is loaded with characters, items and possibilities. If you grab a rocket launcher from the CIA arsenal and start blowing things up, you probably won't last long. But in this game you have the freedom to do it if you want." The main plot deals with the retrieval of a list of CIA agent names. If it falls into the wrong hands, all the operatives around the world will become targets. That's all you know. As the action begins, the viewpoint is from behind and above the main character, but dramatic camera shots will automatically switch your viewpoint so that you focus on important things when necessary.

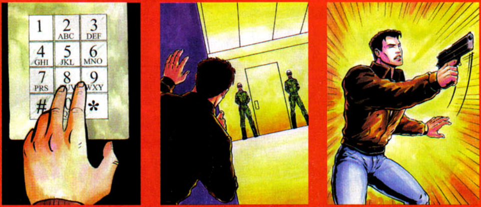
THE INTELLIGENCE GAME

In Mission:Impossible, everything you do will influence how other characters react to you. All this is possible in part due to the N64's ability to handle graphics separately from other game calculations. That frees up CPU time for AI, among other tasks, leading to improved game complexity. Each character in Mission:Impossible will have its own AI directing its behavior, but that is not the only place where artificial intelligence is being put to good use. "We are using a smart cameraman," Mark Rogers explained. "For instance, if you're walking over a grate, the camera angle may switch to a view that looks up at you from below the bars." Mark also explained how the cameraman's AI would help the player in the game by focusing on targets or swinging their view around a corner if they want to take a peek before stepping out into a possible hailstorm of lead. When the view is focused on gadgets, the camera may zoom in so that you can operate devices such as numeric key pads or telephones.

Intelligence of an electronic nature is also being worked on for the spoken or written message choices that will be used in the game. Depending upon your responses to a character, you can change how they will react to you in the future. This allows you to fool or bribe characters, or to make them angry. Mark may be ambitious, but he's also proven himself to be one of the most creative game designers in the business. Several years ago, he led the team that developed Jurassic Park for the Super NES, which included 3-D, Doom-like sequences in an adventure context while much of the rest of the gaming world was still making side-scrolling platform games.

At the time we visited Ocean, MI existed mainly in pieces, which is typical of the middle stages of the game development process. We saw environments, character animations, wireframes, rendered objects, fly-throughs, short movies and even a polished presentation video. But we didn't get to play the game on the N64, which brings up the question of how Ocean can design the AI without the rest of the game pieces being in place. Where there's a will there's a way. The Ocean team constructed 2-D environments, modeled after the 3-D areas, in which they to play tested many aspects of the game. Even before they put the 2-D tester together, team members experimented with their AI concepts by acting out scenarios from the game. Since they knew what AI commands would be given in different situations, they could walk through entire scenarios to see how they played out and how long they took.

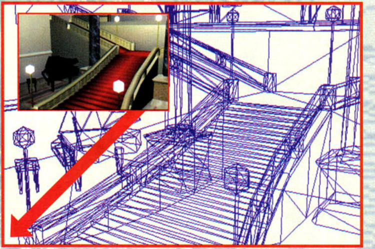




The developers used sketches such as these, and the one on the first page, to give the artists direction for making 3-D models using Alias software. The finished game will use close-ups, moving cameras to look around corners and dramatic camera angles.

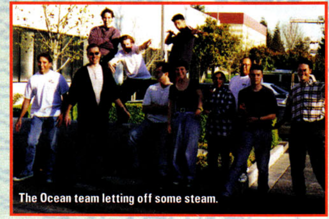
THE FINE ART OF N64 GAMING

Adrian Ludley's artists work all around their problems, quite literally "all around" since they have to cover every surface of their 3-D world with texture maps. A texture map is any piece of art that is applied to a polygon surface. The quality of the texture mapping is one of the keys to making a gorgeous N64 game. "We are working with these little 32 x 32 pixel texture maps, which seem very small," said Adrian. "When you see them on the Nintendo 64, though, they look terrific, even if you blow them up to fill the screen." Human figures consist of about 250 polygons, similar to the polygon count in the Shadows of the Empire game (see story NP vol. 83). At this size, they will be able to include many characters in any scene without straining the graphics processor. As for the animation of characters, Ocean is still creating the wireframe models and will shoot most of the motion-capture footage in the future. Some initial motion-capture tests have proven to be very smooth at 30 frames per second. The game ending animations are good enough to make you gasp. The funniest animation we saw was a uniformed MI character that had been animated with outrageous moves from the Lobo fighting game.



BY THE NUMBERS

Possibly the most difficult job at Ocean belongs to David Dixon, a soft-spoken programmer from the U.K. who has worked on PC simulation titles such as TFX and Inferno: The Odyssey Continues. David has accomplished some impressive feats already on MI including the creation of an N64 software emulator that runs on the Indigo, allowing the other team members to test their work without requiring a separate development kit for each of them. David also created a program to convert the Alias artwork data into a form the N64 can use. "The conversion software available didn't give us firm control of our polygons," he explained. What he meant by that was the need for the software to use the hierarchical structure of the graphics in an intelligent way. "A complex object can be split up into simpler objects using Alias' flexible hierarchal system," Mark Rogers explained. " If you're using instructions to draw a 3-D desk, and your perspective is from above the desk, then you don't need to draw the underside of the desk first. You draw what is visible from your current perspective." David wrote a program that tells the N64 in what order to draw all the polygons so that it creates the scene that you see efficiently. Another one of the problems David overcame was the absence of a point light source feature in the N64 graphics co-processor. "Some of the light sourcing features are more limited on the N64 than in our Alias program." David shrugged. "So I filled in the unused CPU cycles to allow for point light sourcing. Now, we get the same effects on the N64 and it doesn't slow down the co-processor."



The Ocean team letting off some steam.

THIS TAPE WILL SELF-DESTRUCT IN FIVE SECONDS

Before running off to catch our plane, we asked the three Ocean amigos for a final thought about the new 64-bit system at the heart of their project.

David Dixon: "I like the way it displays things. It's aesthetically pleasing and it has freaky, weird effects."

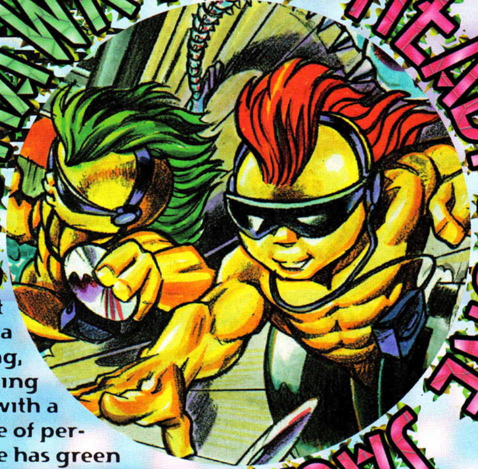
Mark Rogers: "The most exciting time for the N64 is in the future when the micro code will be available to programmers. When we can customize all that power it will be incredible."

Adrian Ludley: "It's a kind of magic."

The secondary characters in MI aren't there to give you info. They each have their own agenda, reacting to Ethan Hunt just as they react to other computer characters. Physically, the characters have very different physiques to emphasize their differences in personality. "In many games, all the body types look exactly the same," Adrian Ludley pointed out, "but not here. We have the full range."

MOHAWK AND HEADPHONE JACK

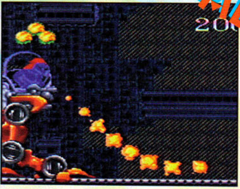
©1994 Solid Software



Meet Mohawk, a freewheeling, CD-collecting funkster with a unique sense of personal style. He has green hair, bad shades, and no respect at all for the law of gravity.

UNSTOPPABLE

With Mohawk and Headphone Jack, T•HQ has created new characters, new worlds, and an entirely new kind of challenge. Mohawk is faster than a hurried hedgehog, he squeezes through more pipes than a plunging plumber, and he changes into more shapes than an egg-spitting dinosaur. Not only that, but he sports shades and collects rock CDs. He's bad! The good news is that Mohawk is in great shape and he's ready to go wherever his search for CDs takes him. The bad news is that he's up against scores of mechanized monsters. It's a good thing he's got the ultimate "spike" hairdo. When he's in trouble, Mohawk rolls into a ball and slices through enemies. Pretty sharp! When things get really tough, Mohawk's secret weapon is losing his head. Tap the X button to see the ultimate head banger explosion.

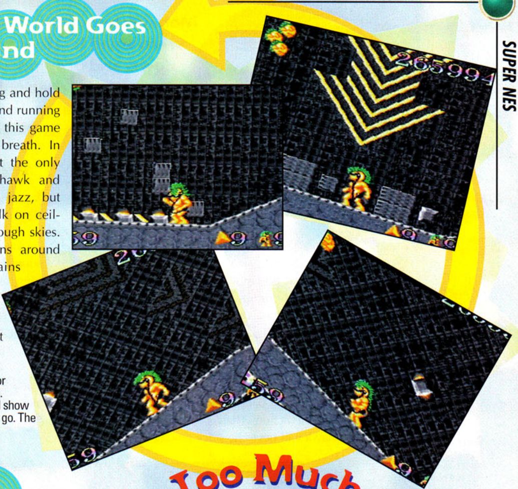


To gather CDs, Mohawk has to bash through strange lands—and any enemies that stand in his way. Remember, mess with this head banger and you're in for a big-time head ache.

SICK YET?

The World Goes Round

Grab your air sickness bag and hold on for the ride. If spinning and running in circles makes you dizzy, this game will leave you gasping for breath. In Mohawk's world, CDs aren't the only things spinning around. Mohawk and Headphone Jack may dislike jazz, but they despise gravity. They walk on ceilings, run up walls, and fall through skies. Worst of all, the world spins around them. Mohawk always remains standing, but the game's gravity shifts so that he falls towards the nearest floor. You'll forget what's up and what's down. In a world without gravity, who cares?

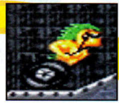


Being Mohawk means never having to ask for directions. He takes maps wherever he goes. Just tap the select button and Mohawk will show you where he's been and where he needs to go. The real trick is getting there.

Morphing Dude

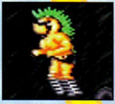
Speeding around a world with no gravity and taking on hordes of mechanical foes may sound dangerous, but Mohawk is a pretty talented guy. Whether you need to reach new heights or stoop to an all-time low, just run Mohawk past the right power-up to make him morph into a form that fits each job. Here's a look at just a few of the tricks that make Mohawk a most outstanding morphing dude.

Wheels



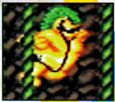
When it comes to speed, Big-Wheel Mohawk really lays down tracks. In this form, Jack jumps hills, screams through mazes, and never leaves skid marks.

Springs



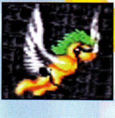
Sure, some ledges are hard to reach, but you can't keep a good morphing dude down. When Mohawk straps on springs, he can bounce to places he's been before.

Blimpy



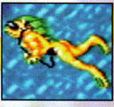
No, Mohawk doesn't need to go on a diet! He's just morphed into Blimp Mohawk. He's slower in this form, but he can float over obstacles as he searches for hidden rooms.

Wings



Sometimes you need to fly, even when there's no gravity. Flying Mohawk moves quickly and doesn't come down until he gets what he's looking for.

Flippers

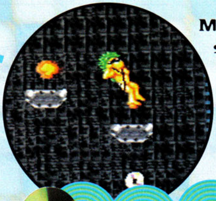


Frogman Mohawk breathes water, swims like a fish, and proves that you can keep a good man down. He can stay under water without risk of drowning.

Too Much to Tell in One Visit.

With seven totally twisted levels and 18 original rock rifts, Mohawk and Headphone Jack is much more than a walk in the park. We're covering the first part of the game this month. To learn to navigate levels 4 through 7, you'll have to check out next month's issue of Nintendo Power.

SPACED OUT



Mohawk begins his quest in a giant vault that might seem small to other heroes, but when you can jump down and drop up, there's lots to explore. The Space level is your chance to get used to zero-gravity. In this area, the spins aren't as fast and the bad guys aren't as bad as they will be in others.

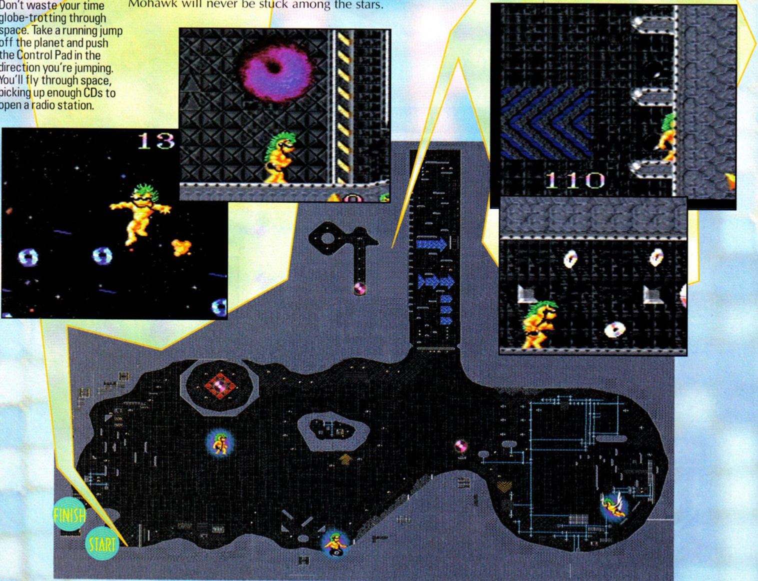
Fall Through Space

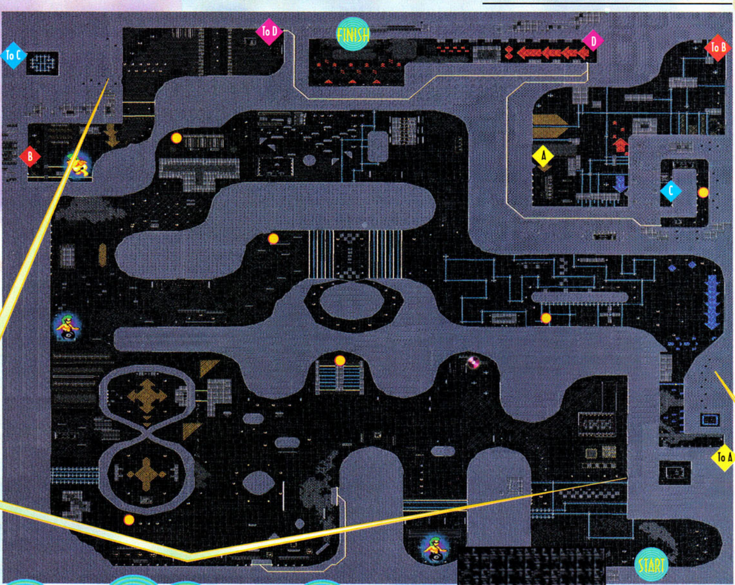
Throughout the game, you'll run across inter-dimensional portals that lead to bonus areas. When you jump into these mysterious whirlpools, Mohawk will end up deep in space, still gathering CDs. Don't worry about air. With all of the prizes around, Mohawk will be too busy to breathe. Once he's through rummaging, Mohawk will return the same way he came. He simply jumps back through his portal and rejoins the action. Thanks to his trusty portals, Mohawk will never be stuck among the stars.

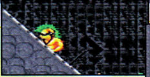
Stop, Drop, and Push Right

Looking for bonuses? The game has many secret doors but no hidden rooms. Mohawk's map shows everything. Just search the map for rooms that are detached from the rest of the level. To get to the bonus room in Level One, you have to fall right up into it. When you get to the area marked on the map, and down becomes up, jump down the ledge ladder on the right side of the screen until you reach the ledge by the blue arrows. You'll find a hidden doorway leading to a secret room.

Don't waste your time globe-trotting through space. Take a running jump off the planet and push the Control Pad in the direction you're jumping. You'll fly through space, picking up enough CDs to open a radio station.

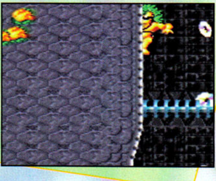






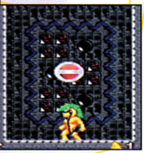
Fall Through Walls

To get bonuses, push Mohawk against the walls when you get to the areas marked on the map. He'll sink through trap doors. In order to find these rooms, it's important to check Mohawk's automated map. Don't trust your sense of direction to know which way is up when reading the map; instead, look at the landmarks and make sure your map and your television are pointing in the same direction.



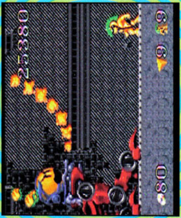
Turn Off the Heat

Two pillars of fire keep Mohawk from going farther on this level. If you don't want to be toasted, press down on your Control Pad as you climb toward the fires. Mohawk will walk into the ground and enter a hidden tunnel that leads to a switch room. Hit the switch to put out the fires so Mohawk can continue his mission without getting burned.



Four-Shot Attack

Watch for a pattern. To defeat the big Robot, wait at the far edge of the screen. He fires sets of missiles, fireballs, or other projectiles. If you simply jump the first shot, the others will automatically miss. Once the robot stops firing, roll Mohawk into a spike ball and hit the bucket of bolts in the head.



JUNGLE GYMNASTICS

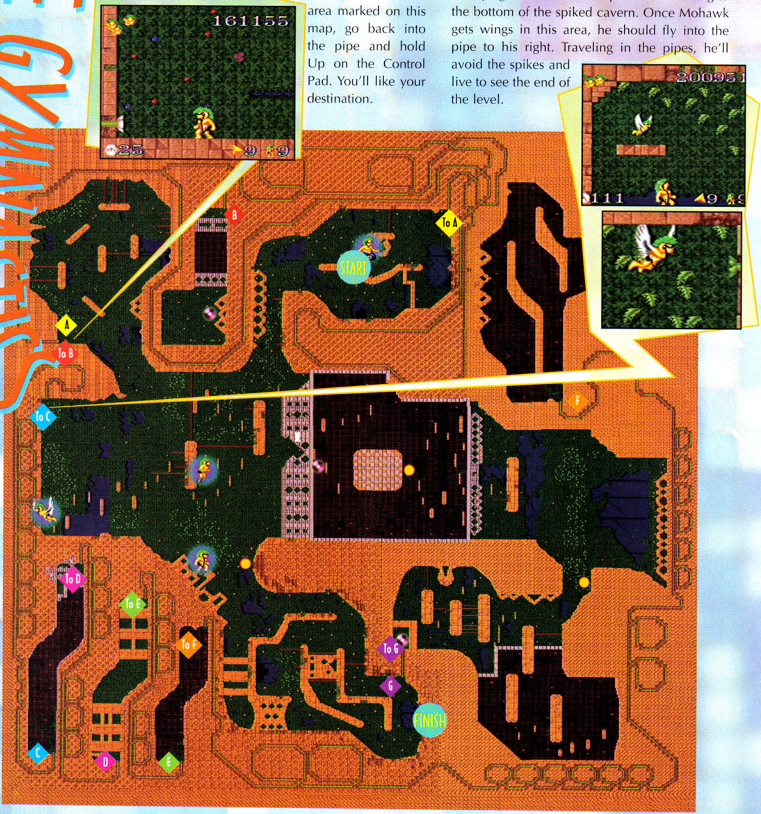
Jungle warfare is never very fun, especially when entire walls have been lined with wooden spikes. If you don't watch where you drop in this level, the spikes may point out your mistakes and snatch your life.

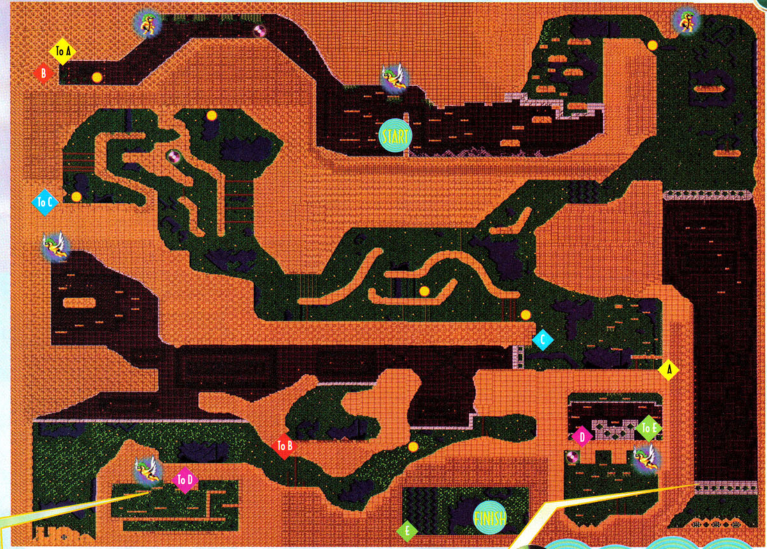
Plumber's Nightmare

You can stop and check the map, even when you're whooshing down the drain. If you find yourself in the area marked on this map, go back into the pipe and hold Up on the Control Pad. You'll like your destination.

You'd Better Fly Right!

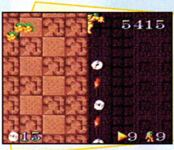
To complete the level, you have to morph into the flying Mohawk and keep him from falling to the bottom of the spiked cavern. Once Mohawk gets wings in this area, he should fly into the pipe to his right. Traveling in the pipes, he'll avoid the spikes and live to see the end of the level.





Get the Point

If you find your way into the vault marked on the map, do not jump to the floor. The bottom of this room is covered with deadly spikes. The only way out is to fly. Go to the morph station at the top and morph into flying Mohawk. Fly into the pipe at the right corner of the vault and warp out. You're on your way to another big fight!



It's a Long Way Down

The long drop marked on the map leads to certain death. When you drop from the starting area, be sure to hug the wall to the left so your fall will curve in along the wall and you will land on a safe ledge.

Either Lumber Up or Lumber Up!

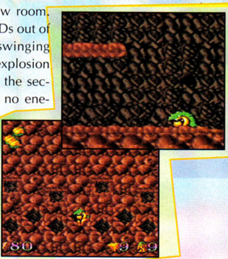
The big baddie of this level looks like a tree with human limbs, and his bark is as bad as his bite. To get to the root of this problem, run along the ground when the tree bounces up and shoots at you. You would be better off leaving the air attacks to the evil shrub. Turn into a ball and spike him once he's planted firmly on the ground. If you time it right, you'll beat him to a pulp.

THE WET ZONE

Welcome to the Wet Zone, home of swimming eyeballs, deadly laser stars, and stinging seaweed. There's no use trying to stay dry in this adventure. This is strictly a job for Frogman Mohawk.

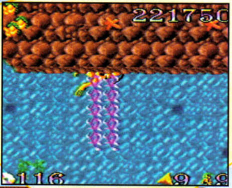
Not Really Solid Ground

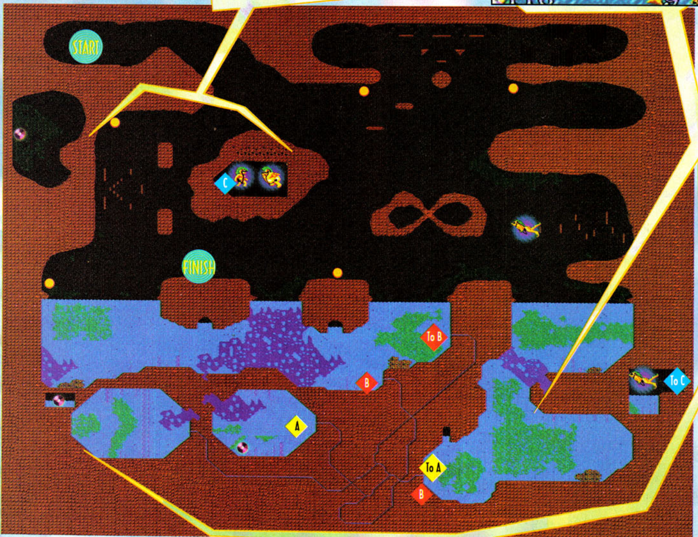
When you reach the marked area on the right side of this map, hold Down on the Control Pad as you run to make Mohawk sink into the ground and come out in a new room. Once you've cleaned all the CDs out of this room, destroy the swinging enemy with a head banger explosion and climb the ledges to get to the second marked area. There are no enemies on the rock, so just keep pressing the Control Pad and run forward until you enter the secret tunnel and gather a few extra CDs.

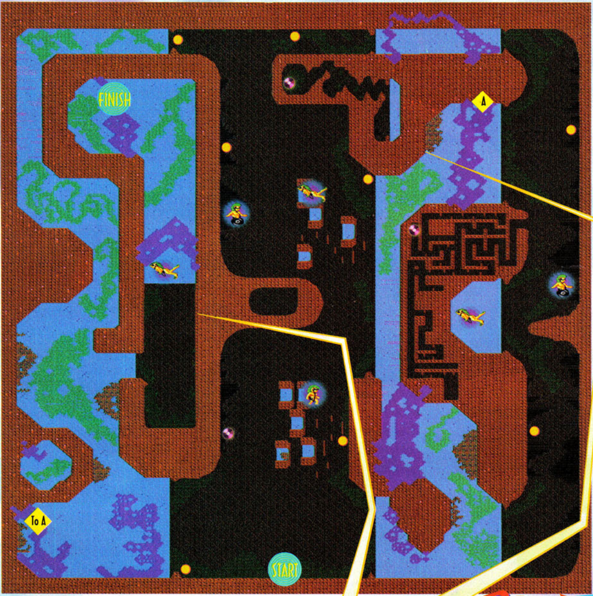


Underwater Plumbing

Morph Mohawk into a frogman before jumping into the water. Swim Up against the rocks in the area marked on the map. A hidden tunnel will take you into a small cave with another morph station. Once you've emptied the cave, jump into the pipe in the corner.



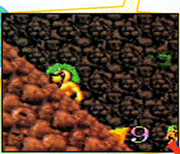


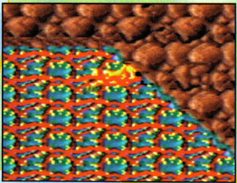


TO BE CONTINUED...

Last Minute Power-Ups

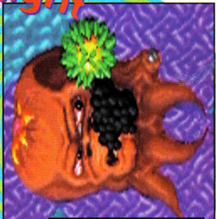
Be sure to visit the treasure room toward the top of the zone. It's your last chance power-up supply before entering the octo-enemy domain. Watch where you're swimming on this level. Accidentally swimming into the bright red seaweed means instant death.

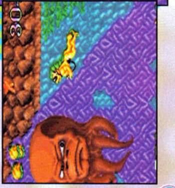


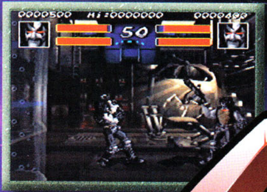


Head Banger in His Own Right

Morph into Frogman Mohawk before taking on the grouchy-looking octo-enemy that controls this level. You can't beat him unless Mohawk can breathe underwater. This impolite sea dweller spits ink and tries to bite you. Whatever you do, don't try to swim over him. He loves to crush opponents with his head as they pass overhead. The octo-enemy is tough, but he can handle only so many spike balls. Learn his tricks and stick it to him when he's down.

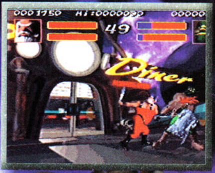




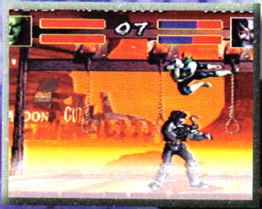


Lissen up, fanboys! Fer those of you who ain't in the know, I'm Lobo, an' I'm the best o' the best. I'm the meanest, toughest fighter this side o' the Magadon Cluster, an' any feeb who says different is gonna get a grenade fer lunch!

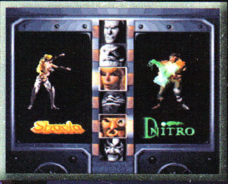
LOBO™



The Main Man Is Here!

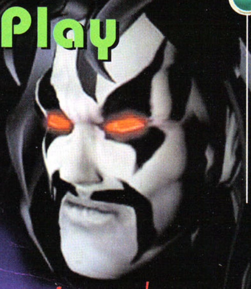


From the pages of DC Comics comes Lobo, the cigar chomping, leather jacketed, interstellar bounty hunter of ill repute and the biggest pain in the galaxy. Ocean of America is developing a tournament fighter based on this best-selling character, and we've got an exclusive preview. The prototype game we played was still buggy and lacked sound, but the graphics looked promising. Keep in mind that game elements and control commands may change before the Pak is released.



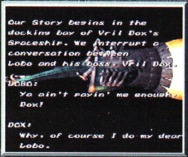
Modes of Play

Lobo is being fashioned along familiar fighting game lines, including a Solo tournament mode, a two-player or multi-player Vs. mode and a Practice mode. The three difficulty settings are labeled Hard, Fraggin and Bastich, and we expect that these will provide most players with the appropriate levels of challenge.



Going Solo with Lobo

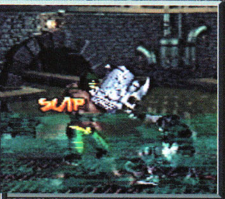
The Solo mode pits you against six of the deadliest beings in the galaxy. Each fighter has his or her own fighting style and special moves. You can be only Lobo in the Solo mode, so if you want to use one of the other characters, you'll have to play the Vs. or Practice mode. The fighters appear in random order except for Dox, who is always your last opponent. You'll notice that one of your Solo mode opponents looks just like Lobo. How is this possible? That being is actually a Lobo clone, and he has the same skills and bad attitude as the Main Man himself!

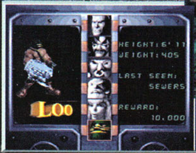


Our Story begins in the
docking bay of Vril Dox's
Spaceship. We interrupt a
conversation between
Lobo and his boss, Vril Dox.

LOBO:
Ya ain't payin' me enough,
Dox!

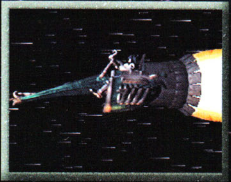
DOX:
Why, of course I do my dear
Lobo.





Lobo's Story

Lobo is the sole survivor of the planet Czarnia, but don't feel too sorry for him—he's the one who destroyed it! As part of Lobo's rehabilitation (and to keep an eye and blaster on him), Vril Dox drafted him into the interstellar police force known as L.E.G.I.O.N. After an argument over his paycheck, Lobo decided to go back to his previous profession, bounty hunting, to make some extra credits. Dox, however, is not about to let Lobo get away so easily!



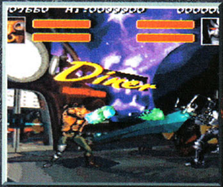
VS. and Practice

The Vs. mode features a standard, two-player battle, and you can select any of the six fighters and six arenas. This mode also allows up to eight players to compete in a sudden death tournament. Each fighter has two life meters. The lower one shows your overall health, while the upper one shows one-quarter of your strength at a time. The one-player Practice mode also lets you select any fighter and arena, and your invincible opponent won't fight back.

MAIN EV

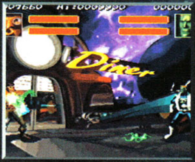
DeNitro

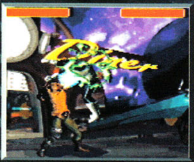
This explosive felon's rap sheet is bigger and juicier than anything on the menu at Al's Diner, his favorite hangout. The hyperspace truckers steer clear of him, but Lobo won't have any qualms about shoving DeNitro's face into his plate of Space Weevil Special!



DeNitro's Tactics

Whether you play as him or fight against him, DeNitro is swift and deadly. The Plasma Blast gives him a powerful long-range punch. The Head Butt Charge can bring him in close and stun an opponent long enough to pull off a Shake & Bake surprise.



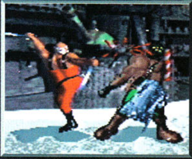


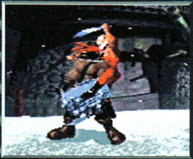
Special Moves

Plasma Blast	↓↘→	PUNCH
Head Charge	→→	PUNCH
Stomp Quake	↓↓	KICK
Shake & Bake	→→→	PUNCH

Kringle's Tactics

The computer-controlled Kringle loves to leap into action, and dual blades give this not-so-jolly elf an impressive reach. The Blizzard Breath can immobilize an opponent for several seconds, and the Spinning Knives maneuver can score up to three hits.



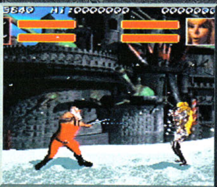


Special Moves

Spinning Knives	←↙↓↘→	PUNCH
Hold & Stab	→→	PUNCH
Blizzard Breath	←→	PUNCH
Wrap Opponent	↓↙←	PUNCH

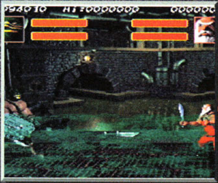
Kringle

Rumor has it that a certain E. Bunny put out the contract on Kringle for overshadowing every other holiday figure. In any case, Kris "Krusher" Kringle knows that Lobo has been very naughty indeed, and he's more than ready to stuff his stocking!



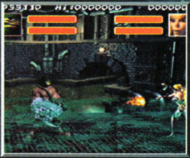
Loo

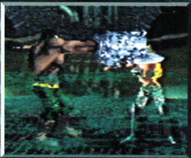
Intelligence reports indicate that the mass murderer known as Loo is hiding out in the sewers of the planet Almeida 7. Loo is one of the few beings with the guts (and the stupidity) to take on Lobo, and with his power level, there's no telling what he might do!



Loo's Tactics

Loo has a lot of raw power, and his basic attacks come in at different angles, giving him a lot more flexibility than some of the other fighters. He also has two projectile attacks, with the Big Gunshot hitting high and the Big Bayonet hitting low.



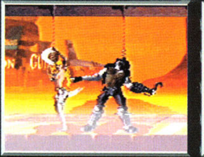


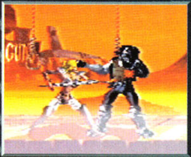
Special Moves

Big Gunshot	←→	PUNCH
Power Push	→→	PUNCH
Kick Punch	↓↙←↙↓↘→	PUNCH
Big Bayonet	↓↙←	PUNCH

Shaola's Tactics

Shaola has a lot of sweeping moves, and it's sometimes hard to tell where they'll hit. She doesn't have a projectile attack, but her Sword Thrust and Spin Kick have long reaches, and a lot of her kick moves will score double hits.



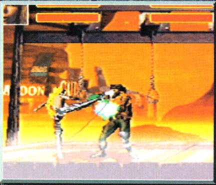


Special Moves

Tornado Kick	↓↙←	KICK
Jumping Spin Kick	→→	KICK
Sword Thrust	↓↘→	PUNCH
Fury Claws	→↘↓↘→	PUNCH

Shaola

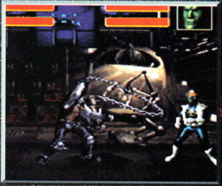
Shaola is a notorious thief and assassin, and after her last job, she went to ground on the desert planet Psoriasis 3. She's not one to pass up a challenge, however, and she's not about to let a chauvinist pig like Lobo get the better of her!



MAIN EV

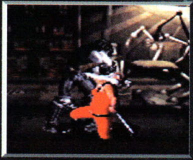
Lobo

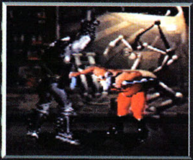
If it wasn't for Vril Dox constantly riding herd on him, Lobo would probably spend all of his time warping around the galaxy on his hyperspeed space-hog looking for trouble. Trouble usually comes looking for him, though, and when that happens, all frag breaks loose!



Lobo's Tactics

Lobo's favorite weapon is his hooked chain, but it will score a hit at a particular range only. The Ram Grenade will take off one-quarter of an opponent's upper life bar, while the Stomp is hard to anticipate and defend against.



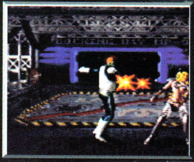


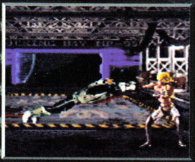
Special Moves

Stomp	↓ ↓	KICK
Shoot Gun	↓ ↘ →	PUNCH
Chain Spin	→ →	PUNCH
Drop Grenade	↓	PUNCH (while in the air)
Ram Grenade	↓ ↙ ←	PUNCH

Dox's Tactics

Dox has a quick mind and the quick reflexes to go along with it. The computer-controlled Dox seems to favor the Spin Punch and the Double Punch. If you're controlling Dox, you'll find that these moves will work well for you, too.



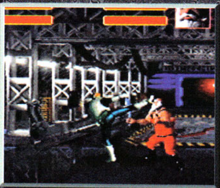


Special Moves

Double Punch	→ →	PUNCH
Power Push	→ ← ←	PUNCH
Kick Punch	→ →	KICK
Spin Punch	↓ ↘ →	PUNCH

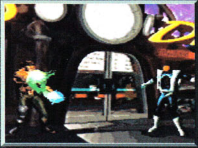
Dox

Vril Dox proves that brains and brawn aren't mutually exclusive. The enigmatic L.E.G.I.O.N. leader possesses a 12th-level intelligence compared to the 6th-level minds of normal humanoids, and he's as tough as duranium nails, too.



DeNitro

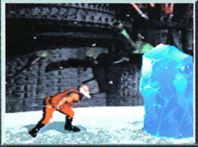
DeNitro's Blow Hole finishing move will send a huge plasma blast through your opponent's body. Press Back, Down/Back, Down, Down/Toward, Toward and any punch when your opponent's life bars are drained.



You can stand at any range from your opponent and fire off this plasma blast. This would be handy at your next barbecue!

Kringle

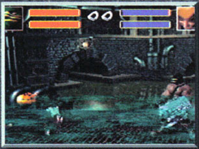
Kringle's Blizzard Breath finishing move, which is similar to the normal Blizzard Breath attack, will make a frosty end to a ferocious bout. Press Back, Towards, Back, Towards and any punch to execute it.



This finishing move has only a limited range. Stand within a half screen of your opponent before you attempt it.

Loo

Loo is a pretty extreme guy and so is his finishing move! Press Down, Down/Toward, Toward, Down/Toward, Down and any punch to activate the Extra Big Gunshot. Watch the sparks (and the body parts) fly!

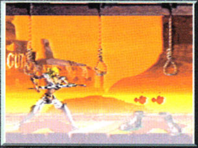


Like all finishing moves, the Extra Big Gunshot must be executed while your opponent is still reeling and before he or she collapses.

The Finishing Touch

Shaola

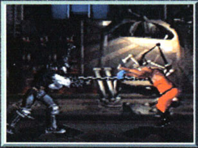
Shaola has an extra special version of her Sword Thrust move reserved just for you. Press Back, Down/Back, Down, Down/Toward, Toward and any punch. This finishing move works at short to medium range.



If you manage to pull off this spectacular move against your opponent, there won't be much left for the next of kin to bury!

Lobo

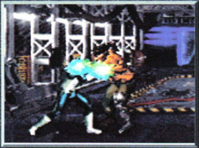
The Main Man's hook and chain is for more than just show! Press Toward, Back and any punch button to put your opponent out of your misery. The Hook and Shoot finishing move works at any range from your opponent.



C'mere, fanboy! Uncle Lobo's brung ya a present, an' he wants ta deliver it up close an' personal!

Dox

Dox is not above using physical force to bring super-powered malcontents like Lobo to heel. At close range, press Toward, Down/Toward, Down, Down/Toward, Toward and any punch to execute the Rip Out.



As a duly appointed officer of the law, I order you to cease and desist, or I shall employ maximum force!

THE NINTENDO POWER AWARDS

THE VOTES ARE IN, THE RESULTS ARE TABULATED AND YOU, THE NINTENDO POWER READER, HAVE DETERMINED THE BEST VIDEO GAMES OF 1995. DESPITE THOUSANDS OF BALLOTS, THE VOTING WAS CLOSE BETWEEN FAVORITES IN MANY CATEGORIES. TWELVE AWARDS WERE EVENLY SPLIT BETWEEN DONKEY KONG COUNTRY 2: DIDDY'S KONG QUEST AND CHRONO TRIGGER, BUT ONLY ONE TITLE COULD BE NAMED THE BEST SUPER NES GAME OF THE YEAR. WHO WON? READ ON AND FIND OUT ABOUT ALL THE WINNERS OF 1995.

NP 95 BEST SOUND

From the creaking deck of the Gangplank Galleon to the intense soundtrack in the Krocodile Kore, gamers played it loudest with Donkey Kong Country 2: Diddy's Kong Quest.

1. **DONKEY KONG COUNTRY 2**
2. **CHRONO TRIGGER**
3. **KILLER INSTINCT**

NP 95 BEST STORY

Square Soft's blend of science fiction and fantasy in Chrono Trigger made it a runaway favorite for the Best Story category. Ness and the EarthBound gang finished a distant second.

1. **CHRONO TRIGGER**
2. **EARTHBOUND**
3. **SCOOBY DOO**

Spekkio
Att.
Tech
Item

BEST GRAPHICS

For the second year in a row, the games rendered with advanced computer modeling (ACM) won the award for Best Graphics. DKC 2 barely edged Killer Instinct for first place.

1. **DONKEY KONG COUNTRY 2**
2. **KILLER INSTINCT**
3. **SUPER MARIO WORLD 2: YOSHI'S ISLAND**

BEST SPORTS GAME

EA Sports' NHL '96 skated past the contenders to become the first hockey game ever to win a Nintendo Power Award for Best Sports Game.

1. **NHL '96**
2. **TECMO SUPER BOWL III: THE FINAL EDITION**
3. **NFL QUARTERBACK CLUB '96**

INDIVIDUAL CATEGORY WINNERS

BEST CHALLENGE

From the fiery depths of the Crocodile Cauldron to the stratospheric heights of The Flying Krock, readers picked DKC 2 for the Best Challenge from bottom to top.

1. **DONKEY KONG COUNTRY 2**
2. **SUPER MARIO WORLD 2: YOSHI'S ISLAND**
3. **MORTAL KOMBAT 3**

BEST PLAY CONTROL

A game won't be a hit if the developers miss on play control design. This year readers picked Super Mario World 2: Yoshi's Island for top honors in the Best Play Control category.

1. **SUPER MARIO WORLD 2: YOSHI'S ISLAND**
2. **KILLER INSTINCT**
3. **DONKEY KONG COUNTRY 2**

BEST MULTI-PLAYER GAME

ORCHID
69
GLACIUS

For the first time in the history of the Power Awards, the tournament fighting games dominated the Best Multi-Player Game category. MK 3 received twice as many votes as NHL '96.

1. **KILLER INSTINCT**
2. **MORTAL KOMBAT 3**
3. **NHL '96**

THE "OWIE" AWARD

Like it or hate it, everyone has an opinion about gory games. Williams Entertainment's Doom edged out Mortal Kombat 3 to win it all in the first Nintendo Power "Owie" award.

1. **DOOM**
2. **MORTAL KOMBAT 3**
3. **KILLER INSTINCT**

BEST HERO/HEROINE

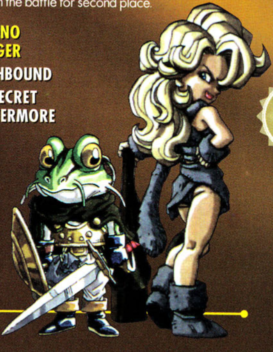
A split in the votes between Diddy and Dixie left enough ballots for Yoshi to lap up the award for Best Hero/Heroine. Earthworm Jim wormed his way into a third place finish.

1. **YOSHI**
2. **DIDDY KONG**
3. **EARTHWORM JIM**

BEST EPIC GAME

Game players picked Chrono Trigger as the Best Epic Game of 1995. Fewer than two hundred votes separated EarthBound and The Secret of Evermore in the battle for second place.

1. **CHRONO TRIGGER**
2. **EARTHBOUND**
3. **THE SECRET OF EVERMORE**



WORST VILLAIN

Last year's runner-up for Worst Villain, Kaptain K. Rool was in top form for his role in DKC 2. The kreepy Krock won easily over MK 3's Shao Khan and KI's Eyedol.

1. **KAPTAIN K. ROOL**
2. **SHAO KHAN**
3. **EYEDOL**

BEST PUZZLE GAME

Power Award voters liked Zoop's lively graphics and challenging play. Zoop fans fired away more votes than Tetris Blast and Kirby's Avalanche combined.

1. **ZOOP**
2. **TETRIS BLAST (GB)**
3. **KIRBY'S AVALANCHE**

'95 NP AWARD WINNERS

BEST BASED ON A MOVIE

To infinity and beyond! Readers weren't playing around when they mailed in their choices for the Best Game Based on a Movie: Toy Story buried its rivals.

1. **TOY STORY**
2. **JUDGE DREDD**
3. **TRUE LIES**

BEST TOURNAMENT FIGHTER

When it came to choosing a tournament fighting game, players picked Killer Instinct. Precise play control, killer characters and cool rendered graphics kept the game on top.

1. **KILLER INSTINCT**
2. **MORTAL KOMBAT 3**
3. **WWF WRESTLEMANIA: THE ARCADE GAME**

INDIVIDUAL CATEGORY WINNERS

FUNNIEST

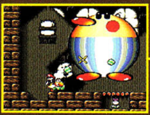
Nintendo Power readers found protecting bovines from space aliens to be udderly hilarious. Earthworm Jim 2 was the side-splitting favorite for Funniest Game of 1995.

1. **EARTHWORM JIM 2**
2. **BOOGERMAN**
3. **EARTHBOUND**

MOST INNOVATIVE GAME

Vibrant, storybook graphics, diverse settings and an unexpected twist in the history of Mario and Luigi made Super Mario World 2: Yoshi's Island the Most Innovative Game of 1995.

1. **SUPER MARIO WORLD 2: YOSHI'S ISLAND**
2. **EARTHBOUND**
3. **OGRE BATTLE**

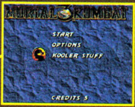


BEST GOODIE/SIDEKICK

Cranky Kong threw a tantrum when he learned he lost the Best Goodie Award to an arachnid. "Back in my day, spiders were one color and they just bounced around in Centipede games!"

1. **SQUITTER THE SPIDER (DKC 2)**
2. **CRANKY KONG (DKC 2)**
3. **RUSH (MEGA MAN 7)**

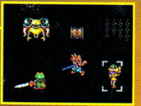
COOLEST CODE/TRICK



Voters made it clear that their favorite code was the Kooler Stuff Kode found in MK 3. If you can't find the Kool Stuff, check out page 75 in Volume 80 of Nintendo Power.

1. **KOOLER STUFF KODE (MK3)**
2. **STREET FIGHTER MEGA MAN (MEGA MAN 7)**
3. **HIDDEN PLAYERS AND PLAY OPTIONS**

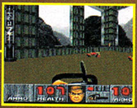
WORST BADDIE



Chrono Trigger's Jugglers nabbed the Worst Baddie category, winning big over Donkey Kong Country 2's explosive Kaboom characters and Earthworm Jim 2's grouchy Grannies.

1. **JUGGLER (CHRONO TRIGGER)**
2. **KABOOM (DKC 2)**
3. **GRANNIES (EJ 2)**

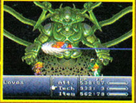
COOLEST WEAPON/ITEM



The Chain Saw in Doom made the cut for the Coolest Weapon/Item of 1995. If you're still looking for this item, read the Counselors' Corner in Nintendo Power Volume 79.

1. **CHAIN SAW (DOOM)**
2. **HOLY FRY PAN (EARTHBOUND)**
3. **BUBBLE GUN (EJ 2)**

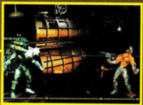
BEST ENDING



Variety was the key to winning this year's Best Ending award. Players preferred any one of the twelve possible endings in Chrono Trigger. DKC 2 was close behind in second place.

1. **CHRONO TRIGGER**
2. **DONKEY KONG COUNTRY 2**
3. **SUPER MARIO WORLD 2: YOSHI'S ISLAND**

COOLEST MOVE



Killer Instinct's cybernetic warrior has the coolest move of 1995. If you're curious, press Down, Down/Toward, Toward and Fierce Kick before your defeated foe hits the ground.

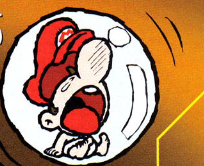
1. **FULGORE'S MECH HEAD DANGER MOVE (KI)**
2. **DIXIE'S HELICOPTER SPIN (DKC 2)**
3. **SQUITTER'S PLATFORM WEB (DKC 2)**

'95 NP AWARD WINNERS

MOST ANNOYING FEATURE

Nobody likes to hear a baby cry, especially a baby bounced off the back of a dinosaur. You have two solutions: You can practice and play better or turn down the volume.

1. **CRYBABY MARIO (SUPER MARIO WORLD 2: YOSHI'S ISLAND)**
2. **NESS, PHONE HOME! (EARTHBOUND)**
3. **HOLD ON (BATMAN FOREVER)**



COOLEST TRANSPORTATION

When it comes to getting around, players are partial to arriving punctually with the Epoch Time Machine. Mario fans gave Yoshi enough voting support to finish close behind.

1. **EPOCH TIME MACHINE (CHRONO TRIGGER)**
2. **YOSHI (SUPER MARIO WORLD 2: YOSHI'S ISLAND)**
3. **UFO (EARTHBOUND)**

BEST OVERALL GAME WINNERS

BEST SUPER NES GAME

The votes were close between first and second place, but when the ballots were tallied, Chrono Trigger edged Donkey Kong Country 2 for the Best Super NES game award of the year.

1. **CHRONO TRIGGER**
2. **DONKEY KONG COUNTRY 2**
3. **SUPER MARIO WORLD 2: YOSHI'S ISLAND**

BEST VIRTUAL BOY GAME

Players gave Wario a big "thumbs up" for his Virtual Boy debut. Wario Land's combination of innovative 3-D game play and superb play control made it a hands-down favorite.

1. **WARIO LAND**
2. **MARIO'S TENNIS**
3. **RED ALARM**

BEST GAME BOY GAME

Rendered graphics on Game Boy? Seeing is believing, and the believers liked what they saw. They gave Donkey Kong Land top marks as the Best Game Boy Pak of the year.

1. **DONKEY KONG LAND**
2. **KIRBY'S DREAMLAND 2**
3. **DEFENDER/JOUST**

CLASSIFIED INFORMATION

0428 6211 4842 0680

MEMBER IDENTIFICATION #

Nosferatu

Red Crystal Refill

Seta's supernatural slug fest will be a bit easier to complete once you use this handy code. Press Start to pause your game, then press Up, X, Right, A, Down, B, Left and Y to refill your Red Crystal (strength) meter. This code can be used at any time and as often as you like. Keeping your strength meter full at all times is a good idea because if you are at full strength, collecting a Red Crystal will fill half a bar on your life meter.

Time 62 Crystal 0 Life

You can use the code at any time during the game.

Time 118 Crystal 9 Life

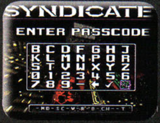
At full strength, even Frank won't be so formidable!

SYNDICATE

Special Passwords

Here are a few more special Syndicate passwords. The first one starts you off at the beginning of the game with over 1.6 million in cash, a full roster of agents and a huge cache of weapons. The rest of the passwords are a mixed bag, with some leaving you out in the cold with hardly any resources. See if you can decipher the words or phrases the passwords are made of by adding in the missing vowels!

-ND-SC-V-R-D-CH--T
W-MP--
-L-N---N-TH--D-RK
S-M-N-B-LM-NT
R-T-RN--F-TH--J-D-
B--V-S--ND-B-TTH--D
H-CK-R-SQ--D
LLLLLLLLLLLLLLLLLLL


SYNDICATE
ENTER PASSCODE
B C D F G H J
K L M N P Q R
S T V W X Y Z
0 1 2 3 4 5 6
7 8 9
-ND-SC-V-R-D-CH--T

Most of the passwords make the game tougher.

Will you stand a chance with just one agent?

MIGHTY MORPHIN POWER RANGERS THE FIGHTING EDITION

Play As Ivan Ooze

This code allows you to play as Ivan Ooze in the two-player Fighting Mode. Highlight any character on the character select screen, press and hold Y and X, then press Start. Get ready to power up!

FIGHTING MODE
PLAYER SELECT

This code will work for either or both players.

MEGA TIGERZORD
WINS
TIME 44
IVAN OOZE
MEGA

I would've gotten away with it, if it weren't for you meddling kids!

Uppercut To The Next Level

This Kombat Kode, which works in the two-player mode, lets you blast your opponent through the ceiling and into another arena with an uppercut punch. On the Vs. screen, enter 221 on Controller I and 557 on Controller II; that is, press Y twice, B twice and A once on Controller I, and press Y five times, B five times and A seven times on Controller II. Because the screen fades so quickly, you'll have to press the buttons simultaneously.

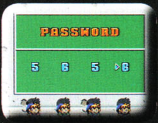
It may take a bit of practice to enter the code correctly.

WINS: 00
97
WINS: 00
SONYA
SUB-ZERO

How about a change of scenery? Hyah!

Sudden Death Mode

In Super Bomberman 2, a match usually ends with the arena shrinking slightly to trap unwary players. With this special password, the play field will close in until there's practically nothing left! Enter 5656 as your password, then start a multi-player game.



This password works only in the multi-player mode.

Let's see who's really paying attention!

Invincibility and Stage Skip

Use the passwords below to make yourself invulnerable or to give yourself the ability to skip to the next stage. When using the stage skip password, press Start to pause the action, then press X to skip to the next level or press B to skip to the end of the game.

MS STONE MAKES WEIRD JELLY
(Invincibility)
BARNEY GRABS BLUE TREES
(Stage Skip)

Sticks and stones won't break your bones!

```
HI-SCORES
---------
01. 05000 MA
02. 04900 PAUL....
03. 04800 STEVE...
04. 04700 ALAN....
05. 04600 ADRAIN..
06. 04500 SHANE...
07. 0432  BART....
08. 0430  ONATHAN
09.       HRIS...
10. 0     JON.....
```

Now you can jump ahead of any prehistoric peril.

Play As Eyedol

The Master of Mayhem is here! This code allows you to choose Eyedol in the two-player mode of KI for Game Boy. Choose any combatant, then hold Right and press Select, Start, B and A on the Vs. screen.

ORCHID V GLACIUS

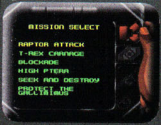
You'll hear a tone if you enter the code correctly.

Combos? We don't need no steen-king combos!

JURASSIC PARK II

Unlimited Continues

On the Mission Select screen, press L, L, L , R, R, R, L, L, R, R, L, R, L, L, R, R, L, L, L, R, R, and R (these are the L and R buttons, not Left and Right on the Control Pad). If the code is entered correctly, you'll be able to start any mission with unlimited continues.


MISSION SELECT
RAPTOR ATTACK
T-REX CARNAGE
BLOCKADE
HIGH PTERA
SEEK AND DESTROY
PROTECT THE GALLIMIMUS

You'll hear a "bleep" if the code is entered correctly.

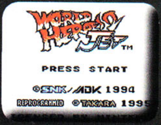
Finishing the game will now be just a matter of time.

WORLD HEROES 2 JET

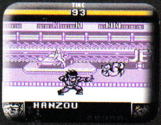
Jet Mode

Use this code to activate the super-fast Jet mode. On the title screen, press Up, Up, Select, A, Down, Down, Select, and B. If the code is entered correctly, you'll hear a 'boom," and the logo will change its shade or color.

On the title screen, press Up, Up, Select, A, Down, Down, Select and B.


WORLD HEROES 2 JET
PRESS START
©SNK/ADK 1994
REPROGRAMMED ©TAKARA 1995

Enter the code before the title screen fades out.


TIME
93
HANZOU

You'll now move at about twice the normal speed.

RIDDICK★BOWE BOXING

Champion Screen and Credits

Want to skip the blood, sweat and tears? When the referee raises your hand after winning a match, press and hold A, B, X, Y, L, R, and Select, then press Start. You'll jump straight to the Championship screen and credits.

After winning a match, press and hold A, B, X, Y, L, R, and Select, then press Start.

THE SPORT NEWS
THE NEW CHAMP!

Get all the glory without all the muss and fuss.

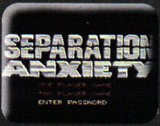
SPEED
STAMINA
SELECT YOUR OPPONENT
JOSE LOPEZ
WON 21
LOST 15
POWER
SPEED
STAMINA
JAKE
WON 12
LOST 0

Even after you use the code, you can continue your game.

SEPARATION ANXIETY

Tough Game Mode

As if facing a crazed Carnage and a horde of alien/human symbiotes wasn't bad enough, this secret password will activate a supercharged Tough Game mode. Even minor gang members will be strong enough to give Spidey a run for his webbing!


SEPARATION ANXIETY
ONE PLAYER GAME
TWO PLAYER GAME
ENTER PASSWORD

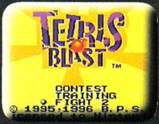
Enter M, R, R, Y, P and N as your password.

You'll be able to see (and feel!) the difference!

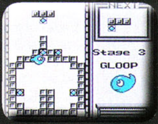
CLASSIFIED INFORMATION

Battle the Bosses

This code will transform the Fight Mode into the Fight 2 Mode, which pits you against all of the bosses in the game. Press B five times on the title screen, then press Start to make the Fight 2 Mode option appear.



Enter the code on the title screen, then press Start.



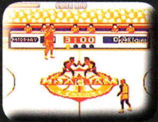
There will be fewer battles, but oh, what battles they'll be!

Cheats Galore

We printed a fine selection of cheats for the Game Boy version of NBA Jam T.E. back in Volume 81, and here are a few more to round out the list. All of these codes should be entered on the "Tonight's Match-Up" screen. Some codes will give you a message just before the opening tip-off.

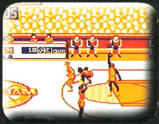
Quick Hands

Press Left, Left, Left, Left, A and Right to improve your chances of making a steal. "QUICK HND" will flash on the screen before the game starts.



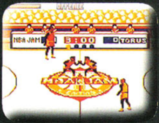
Max Power

Press Right, Right, Left, Right, B, B, and Right to increase your players' Power stats. "MAX PLYR" will flash on the screen before the game starts.



Better Offense

To increase your offensive capability, press A, B, Up, A, B, Up and Down. "OFFENSE" will flash on the screen before the game starts.



Better Push

To increase your pushing power, press Down, Right, A, B, A, Right and Down. "PUSH" will flash on the screen before the game starts.

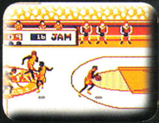
More Turbo

You won't need those cool shoes if you press B, B, B, A, Down, Down, Up and Left. "TURBO" will flash on the screen before the game starts.

TURBO
RECYCLE
3:00

Speed Up

If you like your hoops fast and furious, press Up four times, Left four times, B and A. There's no confirmation message with this code.

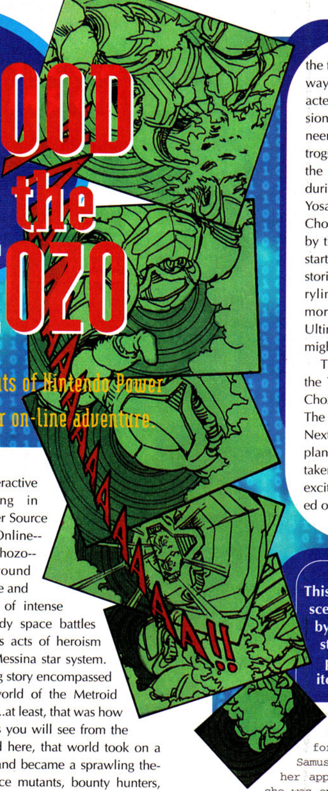


Experts, shmexperts! If you've got an awesome tip or a killer code, send it in! We'll print your stuff alongside the pros' codes. So what are you waiting for? Warm up your brain pans, crack your knuckles and press those buttons!

Nintendo Power
Classified Information
P.O. Box 97033
Redmond, WA
98073-9733

BLOOD of the CHOZO

Explore the highlights of Nintendo Power Source's interstellar on-line adventure.


AAAAAAAAAAAAA!!

The second interactive story appearing in Nintendo Power Source on America Online--Blood of the Chozo--has finally wound down after three and a half months of intense creativity, bloody space battles and courageous acts of heroism in the distant Messina star system. The role-playing story encompassed the futuristic world of the Metroid series of games...at least, that was how it began. But as you will see from the excerpts printed here, that world took on a life of its own and became a sprawling theater full of space mutants, bounty hunters, evil scientists and noble warriors.

So what exactly is an interactive story? Our on-line fans have practically pioneered this form of e-tale in Power Source's Epic Center. It's a simple concept. Everyone begins with the same frame work for a story that sets the scene and location of the action. Also, there are basic rules that limit the types of actions that can be performed by characters. For instance, in this case, no magic was allowed. Power Sourcers then launch into the fray, introducing their own characters by way of bulletin-board postings. Chozo characters had to belong to one of five professional guilds: the bounty-hunters, the engineers, the merchants, the marshals and trogs. Over 6,000 postings were added to the story folders by budding sci-fi writers during the course of the story. Michael Yosafat, a.k.a. DarkPanda, a 17 year old Chozo writer, told us that he was surprised by the evolution of the story. "Most writers started out with simple, space 'shoot-em-up' stories. Over time, however, most of the storylines developed into something more...characters grew and developed. Ultimately, the interactive stories on-line might be the best form of edutainment."

The plot revolved around an invasion of the True Chozo-an alien race based on the Chozo characters from the Metroid games. The story begins with the devastation of the Nextima space station in orbit around the planet, Charybdis. The following excerpts taken from Blood of the Chozo illustrate the exciting brand of adventure the users created on-line.

This chilling introductory scene, which was uploaded by Nintendo Power Source staffers, set the stage for participants who were itching to join the fight.

This is Tyull Hovan for Charybdis VidNews. Samus Aran reports that on her approach to our system, she was overtaken by a massive ship...fighters sent out from the asteroid ship have already begun attacking targets across the system, killing beings and destroying property seemingly at random. The only communications received from the invaders have been the words, "The True Chozo are here. Submit."

The Overdog computer, run by Nintendo Power Source staffers, gave direction to storytellers throughout the game.

Those non-engineer Citizens seeking products designed, repaired or manufactured must first find a member of the Engineers' Guild willing to perform the job. Members of other guilds performing such tasks are in clear violation of OD Code # 110373a.

EEE
EEE
EEE
EEE
HERE WE GO!

DarkShade4 thrived on technical details, as did many of the storytellers.

The 11,200 IC Wing had received for his work aboard the Station Nextima had bought him a new Fusion reactor that could make it 1.9 past Light speed, a new Nitroglicerine Fusion Core so he could now use Over Drive and not worry about blowing out his Life-support, and of course, what Bounty Hunter ship would be complete without Brand spanking new, top of the Line Laser Banks and a Cloaking device that could shield him from Minor Scans.

Joshman773 added a history lesson on the True Chozo.

The True Chozo is an ancient subdivision of the Chozo. They were exiled from the universe by the Chozo after they attempted to gain control of a star system using military power. They have been reported wandering near the edge of the galaxy by many systems. They travel in a swarm of over 1000 ships. They are believed to have reformed their violent ways. There has been no contact between the True Chozo and other sentient races since the exile.

Even Nintendo Power's on-line staff members, such as Geoff Rainville, were turned into characters by the enterprising storytellers.

"ALL RIGHT, ALL READY!" After Rainville sputtered his retaliation, the loud buzz of the Infinity Cannon poured into the room.

CaptAustin advertised his fictional wares in the Merchants Guild folder.

This is Captain Jack's Holo-cards. Don't be taken in by those copy cat card makers. Most holo-card dealers just take your order, send the job off to planet Earth, wait 10 to 12 days, when the cards come back, they roll in their mark-up, and call you. Buy direct. Our professionals replicate holo-cards in-house.

Some storytellers, like RawleyCoop, introduced whimsical characters such as this first meeting with a species called "dust bunnies".

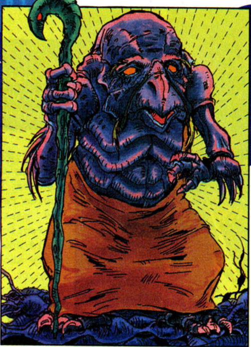
Maccaly was standing in the Engineers guild when she heard a strange high pitched voice.

"Nice guild boss say you have ship need fixing. We help. We fix. Where ship?"

Maccaly looked around. She was alone. There was nothing nearby that would explain the strange voice.

"Silly human! We are down here. Look down. Dust Bunnies not floating in air. Silly human." The same voice said laughing.

Dark Panda, one of the most prolific storytellers involved with Blood of the Chozo, drew inspiration from his surroundings. A quartz clock next to his computer gave him the idea for Mr. Quartz.



After infiltrating a True Chozo base on Charybdis, and saving Mr. Quartz's captive family, Dark seizes a True Chozo ship and goes to the city of Scylla B, where he obtains supplies for his newly acquired ship. After leaving Mr. Quartz's family in the care of the Marshal's, Dark and Quartz set out for the city of Scylla A, located on the planet Scylla.

References to other video games could be found everywhere, as in this scene from DarkPanda.

As the reploids approached, Narc could see the metal panels and tubing that made up their bodies. Each one had a large insignia on its chest. The symbol looked like it said "Dr. W".

Mariner980 had a flare for action scenes.

With small plumes of flame, two small tracking devices burst out of the torpedo tubes and sped towards the True Chozo ships...he saw them swerve deftly through the air and attach to the side of each Chozo ship. The frightened True Chozo initialized their thrusters and took off into space.

Dark Panda followed Dr. Vincent's arrival on the ruined moon of Oztaki.

While the two reploids Achilles and Ulysses operated the controls, the giant Chozo statue landed gently on the ground. Over a mile tall, the statue loomed over the base ominously. Dr. Vincent was practically mad with joy, and cried out, "Finally! I'm home!"

Some storytellers, such as HWCASE and Dark Panda, used each other's characters, adding an interactive flavor to the stories they told.

HWCASE
DARK PANDA HEARD A NOISE. SUDDENLY HE WAS SHOT. SUDDENLY A COUNT DOWN TO DESTRUCTION STARTED 20 19 18........

DarkPanda
Dark Panda reeled from the blast, "What hit me?"

"You appear to have been wounded by enemy laser fire," Mr. Quartz explained, as he pushed Dark to the ground. Hot laser beams flashed over them.

HWCASE
SUDDENLY THE BASE RUMBLED AND A VOICE SAID"GIVE ME DELTA NOW OR DIE"AND THEN SILENCE.

DarkPanda
"What was that?" Mr. Quartz looked nervously around.

"That's HWCASE," Delta explained, "He's hunted me down ever since the True Chozo invasion of Scylla. He hopes to collect the bounty that's been placed on my head. While I was prisoner here in the Marshal base, no bounty hunters could cash in. But now..."

The McCalum Saga by Lorn01 featured some masterful descriptive passages.

Coming around the planet was the biggest ship I had ever seen. It was pulsing with light and bristling with weapons. It had a glass dome on top and I could see, far away as I was, what looked to be a very large pulsing brain sitting on a pedestal in the middle of the bridge area. This was obviously the mastermind behind the True Chozo.

This poignant scene at the end of the story from Lorn01 was just one example of fine writing that could be found in the Chozo folders.

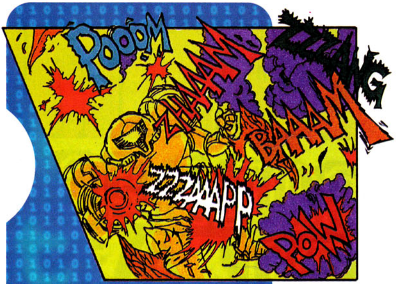
> And then he did something I never expected him to do. He leaned forward and embraced me. I returned his embrace, and we stayed that way for a long time. I never saw Nathan Jasken again. The crew of the Serapis was disbanded and we all went back to our normal duties. He was killed a year later by a roving band of pirates. The True Chozo were never seen again.

This message from the Overdog led to the grand finale.

> Reconnaissance teams have reported a huge massing of enemy warships near the planet Inteira. It is believed that the "True Chozo" are preparing themselves for a massive invasion of the main planet of the Messina System in order to overthrow the Overdog and the ruling counsel.

DarkPanda's final entry summed up the feelings of many participants. The Blood of the Chozo was a tale that would live on for those who lived in this vibrant, on-line world.

> For years after that, Dark would often be heard telling the story of the Messina war... and the incredible tale of "The Blood of the Chozo"...



Samus showed up at the end of the conflict thanks to Jippykid. The bounty hunter explained why she hadn't been around to stop the invading True Chozo forces.

> Houston grinned from ear to ear. "Where have you been during this big crisis?"
>
> "Me?," said Samus. "Well, after I got in that ship accident at the beginning of the Chozo attack, they hid me in a secret hospital and started my rehabilitation. I was supposed to get ready to go out and save the universe again. But it looks like I had nothing to worry about."

ZAM
BAAM
...PLAY WITH LASERS!

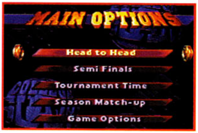
The Power writer who master-minded the frame story for Chozo created far more material than that which actually appeared in the interactive story. The race of benign bird-folk, the Chozo, were chosen as the antagonists because they were so enigmatic and yet linked to the origin of Samus Aran.

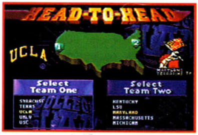
When Samus was just six years old, pirates attacked and destroyed the human settlement. Captain Thea Aran and Chief Engineer Avram Aran were both killed in the raid. Solomon Aran, Samus's four year old brother, was missing and presumed dead. Samus was rescued by the Chozo, a bird-like race from the neighboring planet Zebes. She was raised on Zebes by an old Chozo priest, but she eventually left to make her fortune among the stars. At 16 years old, Samus became the youngest Apprentice ever admitted into the ranks of the Bounty Hunter's Guild.

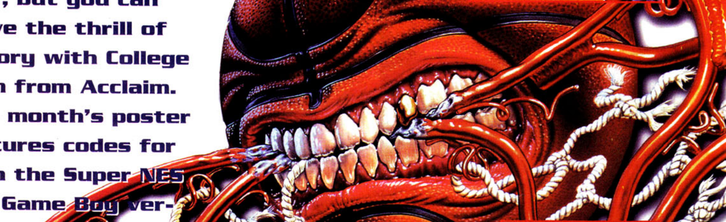
In the end, of course, the legacy of Blood of the Chozo comes not from the many story lines or characters who gained a tentative life in cyberspace, but from the hundreds of storytellers who learned that adventures can be found in unexpected places. Where will they go next? The rumor is that Nintendo Power Source will soon open a magical door into the kingdom of Hyrule. Now, how's that for a link?

JAMMIN'

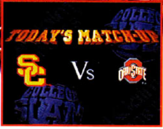
COLLEGE SLAM


MAIN OPTIONS
Head to Head
Semi Finals
Tournament Time
Season Match-up
Game Options


HEAD-TO-HEAD
UCLA
Select Team One
SYRACUSE
TEXAS
UCLA
UNLV
USC
Select Team Two
KENTUCKY
LSU
MARYLAND
MASSACHUSETTS
MICHIGAN



The Final Four is long over, but you can relive the thrill of victory with College Slam from Acclaim. This month's poster features codes for both the Super NES and Game Boy versions of the game plus the low down on the nine hidden frat teams. The championships are history, but the action never stops in College Slam!


TODAY'S MATCH-UP
SC
Vs
OHIO STATE

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CODES

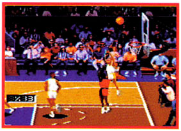
TODAY'S MATCH-UP

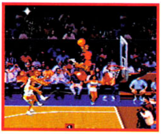
Fans have come to expect lots of cool power-up codes in Acclaim's basketball games, and College Slam doesn't disappoint. To activate the power-ups, input the proper code on the "Today's Match-Up" screen after the announcer starts to speak and before the screen fades. If you input them correctly, most of the codes will generate a message that appears on the lower left side of the screen just before the opening tip-off. These codes will work in any play mode except Season Match-Up.

SHOT PERCENTAGE

AAABBB

Whenever you shoot, the computer will calculate the odds of your making the basket and display the results in the lower left corner of the screen. You can use these numbers to better gauge your players' offensive strengths and see which zones they shoot best from. Percentages are not displayed for jams. The idea is that if a player is skillful enough to execute one, then success is almost guaranteed. If a player has a low Dunk rating, he won't try to jam in the first place.





QUICK HANDS

← A B B Y

If you like to get into your opponents' faces, then this is the code for you. Press Left, A, B, B and Y to activate the Quick Hands power-up. This allows you to knock the ball out of your opponents' hands consistently and, if your Stealing and Blocking abilities are good enough, take control of the ball. If you use this code to power up a team that already has good defensive capabilities and decent Speed ratings, you'll be able to stop any offense before it starts.

JAMMIN' COLLEG

MAX POWER

A ↓ A →

This code is great for players who like the running game. With the Max Power code, you won't tire as easily and you'll never run out of turbo power, no matter what the turbo meter says. You're still vulnerable to injury, though, so don't think you can make it through an entire game with the same players. Even if you're speeding around the court at full tilt, your other abilities may begin to suffer if you get injured.

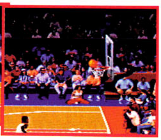
ON FIRE

← → ← ↑ ↓ ↓

To be "on fire" all of the time, press Left, Right, Left, Up, Down and Down very quickly. Your players will perform at peak efficiency throughout the game. The effect of this code is more subtle than what you'll get with most of the other power-ups, but you'll find that more of your daring plays will succeed and you'll do better overall in the clutch. This is one of the tougher codes to execute, but it's well worth the effort!

3-POINT POWER

YYYAAA

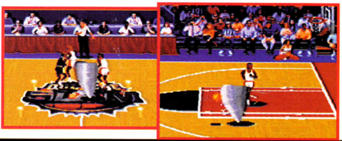


The 3-Point power-up increases your chances of hitting a three-point shot from anywhere on the court, but there's still no guarantee of success. The better your 3-Point stats are to begin with, the more shots you'll make. Most good three-point shooters have a couple of "sweet spots" on the court where they perform very well, but with the code activated, you may find that you now have more sweet spots to choose from.

WHIRLWIND

↑ → ↓ ← ↑ → ↓ ←

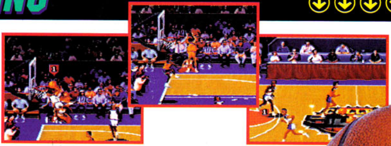
This code is almost too cruel to use! If all other strategies fail, use the Whirlwind power-up to constantly knock down your opponents. They'll soon be too injured to play well, and you'll be able to dominate the game. This code won't generate a message, but if you turn into a whirling dervish when you press the R Button, you'll know you've entered it correctly. In a one-player game, only one of your two players on the court will be powered up.



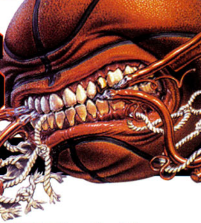
LEGAL GOAL TENDING

↓ ↓ ↓ ↑ ↑ ↑

Are you one of those players who wishes that goal tending was legal? Well, wish no more! Press Down, Down, Down, Up, Up and Up to strike that restriction from the rulebook. Look for a team that has good Speed, Blocking and Stealing skills. If you're fast enough to beat your opponents to the hoop, you'll have it made. Denied!



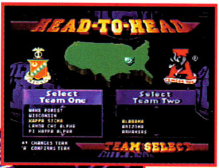
SLAM CODES

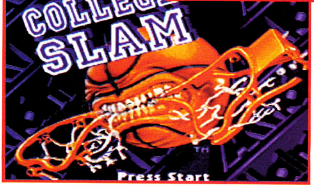


FRAT CATS

↑ ↓ ← → ↑ ↓ ← →

To add nine awesome fraternity teams to the lineup, press Up, Down, Left, Right, Up, Down, Left and Right on the title screen. If the code is entered correctly, you'll hear a tone. These teams are available in the Head-to-Head, Semi-Final and Tournament play modes. The frat teams may show up as your computer-controlled opponents, so get to know all of their strengths and weaknesses and be prepared to face them. They may not be as famous as some of the big name teams in the NCAA, but these frat cats can slam and jam with the best of 'em!


HEAD-TO-HEAD
Select Team One
WAKE FOREST
WISCONSIN
KAPPA SIGMA
LAMBDA CHI ALPHA
PI KAPPA ALPHA
Select Team Two
ALABAMA
ARIZONA
ARKANSAS
↑↓ CHANGES TEAM
A CONFIRMS TEAM
TEAM SELECT


COLLEGE SLAM
Press Start

KAPPA SIGMA

EDIT TEAM
Edit Names
Edit Stats
Reset Names
Reset Stats
Finished

The Kappa Sigma motto could easily be, "Speed, speed and more speed." The Small Forward is the only player to rate less than a five in this category, and he's also the only chink in the team's otherwise powerful defensive armor. The rest have good stats in Stealing or Blocking or both. Don't go for a three-pointer unless you're wide open.

LAMBDA CHI ALPHA

EDIT TEAM
Edit Names
Edit Stats
Reset Names
Reset Stats
Finished

The boys of Lambda Chi are going to have to work very hard if they want to make the cut. Despite some good numbers here and there, the majority of them don't have enough Power to see them through the rough stuff. You'll probably be able to coax some good plays out of them, but try to keep them from getting injured early in the half.

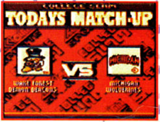
PHI KAPPA ALPHA

EDIT TEAM
Edit Names
Edit Stats
Reset Names
Reset Stats
Finished

The strongest pair here is the Small Forward and the Center. With these two on the boards, you'll have a good offensive/defensive balance and the Power to make it through most of a half, barring injuries. The Point Guard will serve well as a sub for either player. The Power Forward and the Shooting guard are either too slow or tire too easily.

GAME BOY SLAMMIN'

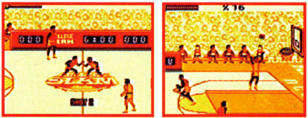
Not to be outdone by its 16-bit sibling, the Game Boy version of College Slam has a couple of codes of its own. These are also entered on the "Today's Match-Up" screen, but the screen won't fade until you press Start, so you can make sure you've got them right. If the codes are entered correctly, you'll see a message at the top of the screen before the tip-off. We haven't found any hidden teams yet, but if we do, we'll let you know!


COLLEGE SLAM
TODAYS MATCH-UP
WAKE FOREST DEMON DEACONS
VS
MICHIGAN WOLVERINES

SHOT PERCENTAGE

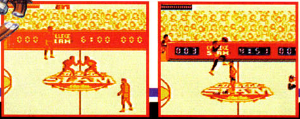
↓B↑↑↓

Press Down, B, Up, Up and Down to activate the Shot Percentage display. The odds of your making a shot will be shown at the top of the screen, making it easy to monitor your performance. You can use the display to gauge the "risk factor" of different kinds of plays and tailor your offensive strategy to your players' strengths and weaknesses.



3-POINT POWER

↓↑↑↓←→←



This code won't turn a poor shooter into a superstar, but if a player already has a good 3-Point rating, this code will significantly increase his success rate. Of course, the code can't compensate for a bad shooting position or a good block from a defender, but you can rack up a lot of extra points if you're careful!

SIGMA ALPHA EPSILON

EDIT TEAM
Edit Names
Edit Stats
Reset Names
Reset Stats
Finished

The S.A.E. squad has a symmetry that you don't often find, and they have the flexibility to play inside and outside. Both Forwards have high Dunking, Blocking and Power stats, while both Guards count 3-Pointers and Clutch play as their strong suits. You can mix and match these players to fit almost any type of game plan you care to dream up.

SIGMA CHI

EDIT TEAM
Edit Names
Edit Stats
Reset Names
Reset Stats
Finished

You may be able to win a few games with Sigma Chi, but it will take some creative substitutions to get them to the playoffs. Though no one team member is particularly weak, the team as a whole has a noticeable deficit in Stealing, Blocking and Clutch play. Use the Shooting Guard as the team's anchor and the basis for any overall strategy.

SIGMA NU

EDIT TEAM
Edit Names
Edit Stats
Reset Names
Reset Stats
Finished

This is the kind of team that works best with two players at the controls. The Power Forward and Center are strong outside shooters, while the others have more stamina and are better under the basket. Pass the ball a lot and look for an opening. The outside man can feint and pass or take the shot, while the inside man can dunk or go for the rebound.

SIGMA EPSILON

EDIT TEAM
Edit Names
Edit Stats
Reset Names
Reset Stats
Finished

This is a team that loves to play on the inside and duke it out under the basket. Blocking and Dunking are their strong points, so don't be afraid to get in your opponents' faces. A couple of them are not particularly fast, but most of them have enough Power to get them across the court before their Turbo meters run out.

DAYTONA BEACH

EDIT TEAM
Edit Names
Edit Stats
Edit Fraternity
Reset Names
Reset Stats
Finished

They're not the most powerful team around, but Daytona Beach will acquit themselves well in most situations. Speed and 3-Point ability are the high points on this squad's stat sheet. Power is somewhat lacking, but while you'll have to substitute at every opportunity, every player is more than capable of pulling his own weight.

PALM SPRINGS

EDIT TEAM
Edit Names
Edit Stats
Edit Fraternity
Reset Names
Reset Stats
Finished

Once again, we find a team with certain parallels between pairs of players. In the case of Palm Springs, both of the Guards have Speed and 3-Point ability but no Power, while the Forward and the Center have good Power and Clutch ability. The Power Forward lives up to his name with a Power rating of eight, but he lacks skill in other areas.

Super Mario RPG™

Super Mario RPG
-Legend of the Seven Stars-
Coming in May to your SUPER NES
from NINTENDO

NINTENDO POWER

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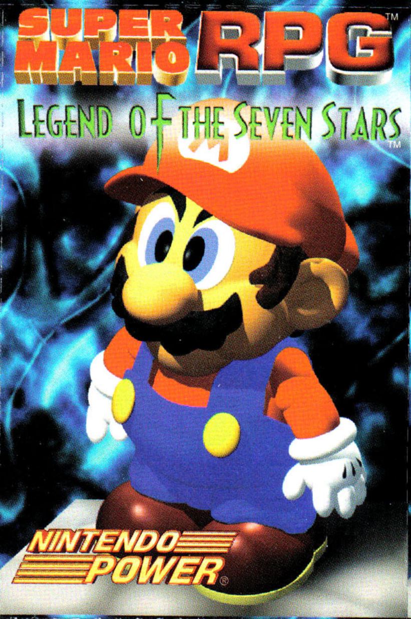
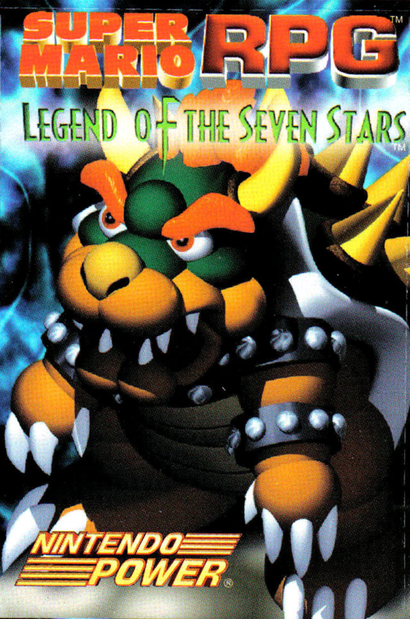

SUPER MARIO RPG™
LEGEND OF THE SEVEN STARS™
NINTENDO POWER®


SUPER MARIO RPG™
LEGEND OF THE SEVEN STARS™
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SUPER MARIO RPG™
LEGEND OF THE SEVEN STARS™
NINTENDO POWER®

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LEGEND OF THE SEVEN STARS™
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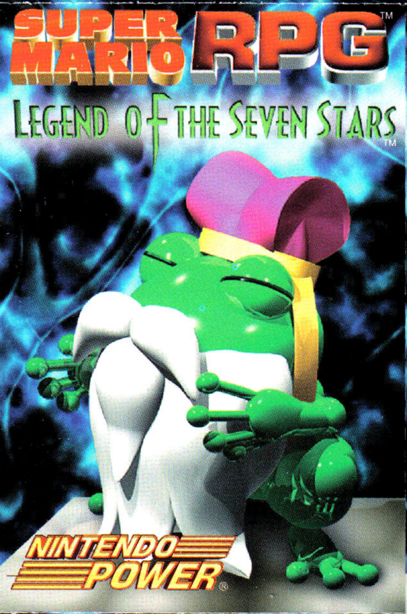
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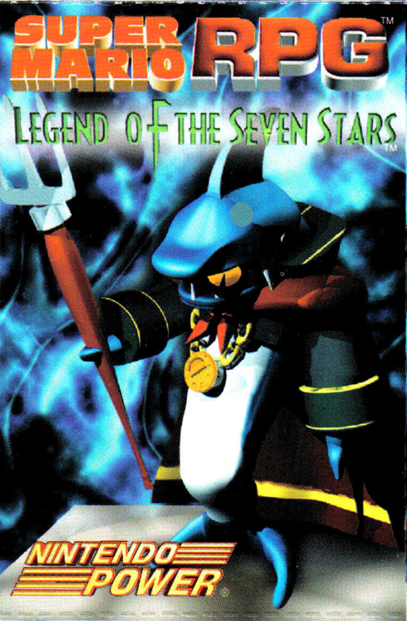
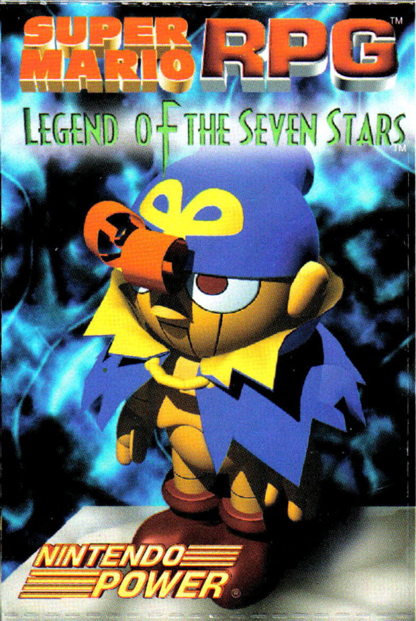

SUPER MARIO RPG™
LEGEND OF THE SEVEN STARS™
NINTENDO POWER®


SUPER MARIO RPG™
LEGEND OF THE SEVEN STARS™
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EPIC CENTER

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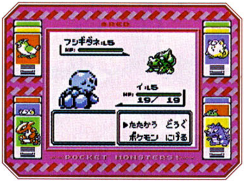
POCKET MONSTERS

This Super Game Boy RPG title (or titles) appeared recently in Japan from Nintendo. For the first time ever, Nintendo published a game in two versions simultaneously.

GAME BOY
Nintendo
ポケットモンスター
緑
赤

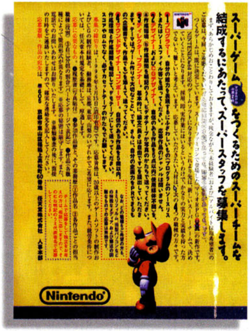
In order to distinguish between the two versions, one was packaged in red, the other in green. (According to Japanese trivia experts, the green package is outselling the red.) Each version contains a different set of monsters, which players use to attack enemies. During the course of play, chosen monsters gain strength just like characters in a regular RPG party. You have many monsters from which to choose, but most players tend to stick to a couple of favorites since it takes so much time to build up extra monsters. But the coolest part of the game is the trading option. When two Pocket Monster players use the Game Link to hook up their Game Boys, they can transfer monster data from one game to the other, whether it's the green or red version. You can boost your strength by leaps and bounds by importing the best monsters from both versions into your current game. Some players are so enamored of Pocket Monsters that they have purchased both versions in order to own all the monsters. With both games, they can play up the best monsters and transfer them all into their current game.



SUPER DEVELOPERS WANTED (IN JAPAN)

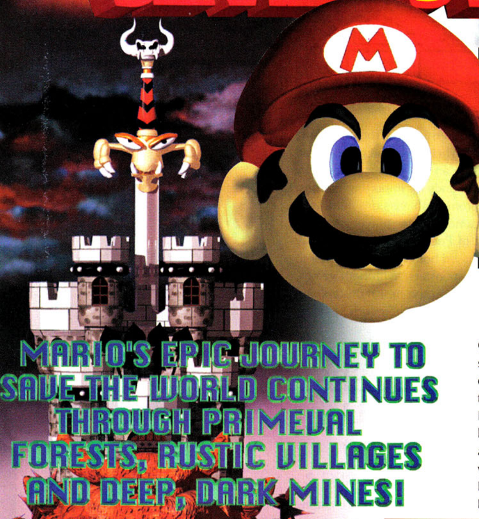
FOR SUPER MARIO RPG 2

One of the big projects just getting underway by Nintendo in Japan is Super Mario RPG 2 for the Nintendo 64. That's right, and it's huge news. But before you can make a game, you have to find the right team. We came across this advertisement in a March issue of Famitsu magazine from Japan, which invites programmers, designers, directors and sound designers to send in their resumes and samples of their work. Programmers must send in code or source files while the sound guys need to drop off a tape of their compositions. The requirement for the director position, however, sounds pretty wide open. "Please send an essay on the theme, 'What is important in game development?'" The ad also asks that they send "something" that represents their talent. With those criteria, your Epic Center editor even thought about applying, but the commute from Redmond would be tiresome. On the other hand, if you live in Japan, the successful candidate will relocate to Tokyo, Kyoto, or Yamanashi where Nintendo's HAL subsidiary is based. So what does all of this tell us about the game? Not much, just that Super Mario RPG 2 is on its way for N64 and it should be a major gaming event for RPG and adventure fans. As Mario scratches his chin while pondering his future, we can safely predict that it looks very bright.

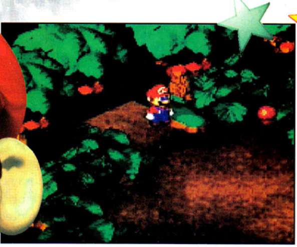


スーパーゲームをつくるためのスーパーチームを結成するにあたって、スーパースタッフを募集します。

SUPER MARIO RPG™ LEGEND OF THE SEVEN STARS™

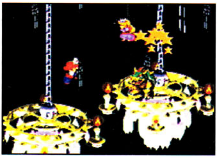


MARIO'S EPIC JOURNEY TO SAVE THE WORLD CONTINUES THROUGH PRIMEVAL FORESTS, RUSTIC VILLAGES AND DEEP, DARK MINES!



THE PILLAGING SMITHY

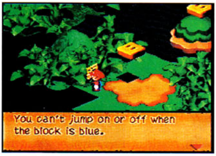
Only a brave little band led by Mario can thwart a supernatural invader who has vowed world conquest! Last month's Nintendo Power detailed how the sword-shaped Smithy plunged through Bowser's Keep and unleashed his minions to wreak havoc on the land. Mario teamed up with Mallow, a rotund rogue with a strange gift for changing the weather, to find the first of seven missing Star Pieces. They battled underworld demons in the Kero Sewers and received the first lessons from wise, old Frogfucius, Mallow's adoptive grandfather. Even more fantastic adventures await Mario and Mallow now, including an encounter with an otherworldly traveler who reveals the secret of the stars!

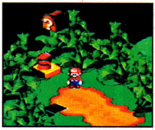


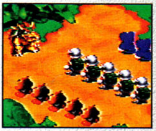
©1996 Nintendo/Square.
Character ©Nintendo, © Square.

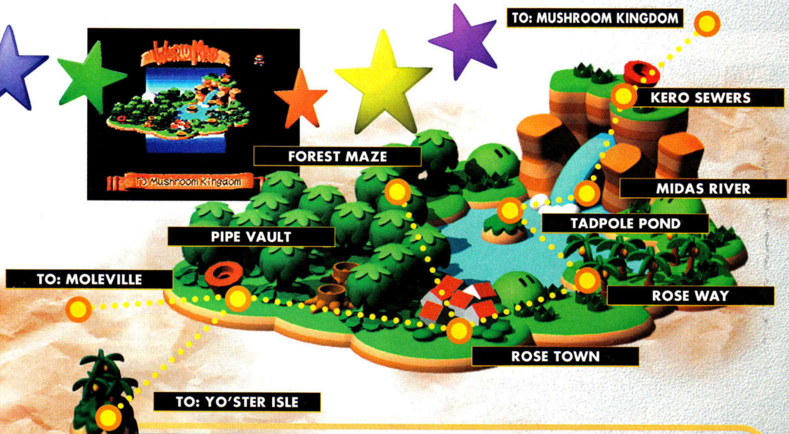
ROSE WAY

Slap-happy stars and fightin' flowers patrol the coin-rich route to Rose Town. Ride the platforms over the lagoons, but don't forget to take island holidays to grab the Mushroom and Flower power-ups. Just before you stumble upon Bowser's training maneuvers, you'll find five Shy Guys standing guard atop five Treasure Boxes. Four of the boxes contain five coins apiece, while the remaining box contains a Flower power-up. Each time you leave and re-enter this area, the boxes will refill. It's a good opportunity to make some fast cash!


You can't jump on or off when the block is blue.


You'll have to scare off the Shy Guy swinging on this block before you can reach the Treasure Box.


Hiding behind bushes, Mario and Mallow spy on Koopa Troopas closing ranks and moving out to recapture Bowser's Keep.


World Map
To Mushroom Kingdom
TO: MUSHROOM KINGDOM
KERO SEWERS
FOREST MAZE
MIDAS RIVER
TADPOLE POND
PIPE VAULT
TO: MOLEVILLE
ROSE WAY
ROSE TOWN
TO: YO'STER ISLE

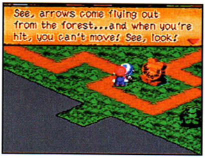
MARIO, MAP RAP

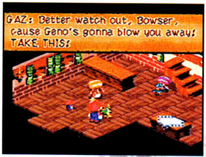
Early in his quest, Mario recieved a map of the World from the Chancellor of the Mushroom Kingdom. Unfurl it whenever you want to see where you've been and where you're going. The world is so huge, though, that the map can't show the details of Mario's route. You can see those in the regional maps the adventurers use when journeying from one part of the world to another.

Mushroom Kingdom

ROSE TOWN

An unseen villain has laid siege to this quiet village, flinging arrows tipped with a mysterious potion that immobilizes their victims! To protect themselves, Mario and Mallow should visit the Item Shop, where they can purchase and equip themselves with Trueform Pins. Note the path leading behind the Item Shop. Later in the game, return to see what it leads to. If Mario jumps up to the house on the hill, he'll find Treasure Boxes filled with power-ups. The duo should make their last stop at the Inn, where big-hearted Mario will play with the innkeeper's son before sacking out. In the middle of the night, Mario has a strange vision of the boy's doll springing to life, growing to Mario-size and heading for the woods!

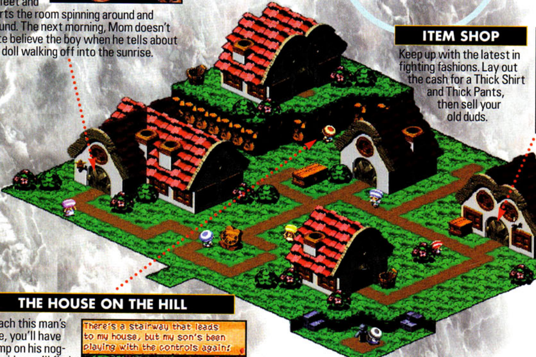

See, arrows come flying out from the forest...and when you're hit, you can't move! See, look!


GAZ: Better watch out, Bowser, 'cause Geno's gonna blow you away! TAKE THIS!

INN

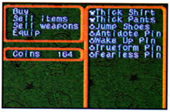
One blast from the Gaz's doll knocks Mario off his feet and starts the room spinning around and around. The next morning, Mom doesn't quite believe the boy when he tells about the doll walking off into the sunrise.

> "I just saw a doll in a blue cape walking towards the forest!"



ITEM SHOP

Keep up with the latest in fighting fashions. Lay out the cash for a Thick Shirt and Thick Pants, then sell your old duds.

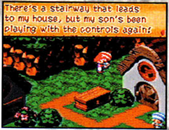

Buy
Sell items
Sell weapons
Equip
Coins 164

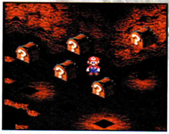
Thick Shirt
Thick Pants
Jump Shoes
Antidote Pin
Wake Up Pin
Trueform Pin
Fearless Pin

Take the Santa Claus route down the chimney to reach the Treasure Box above the bookcase.

THE HOUSE ON THE HILL

To reach this man's house, you'll have to jump on his noggin. Inside you'll find the scamp who made the house's front steps vanish. Jump on a switch to make the steps rematerialize.


There's a stairway that leads to my house, but my son's been playing with the controls again!



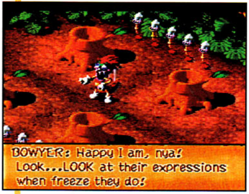
The gentle folk of Rose Town repay all good deeds. The grateful father will give you a bit of advice. Follow it when you enter the Forest Maze and you'll find this trove of Treasure Boxes.

FOREST MAZE

Mobile mushrooms will try to charm you into becoming one of their own, while pests above and below ground will try to sap your powers with some nasty poison. Fortunately, a tall glass of Able Juice will restore the ol' vim and vigor. When you see the walking doll, step on it! Before you catch up with it, though, you'll run into the crazed archer besieging Rose Town.

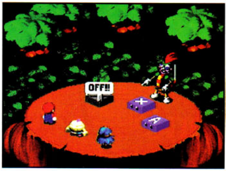
42/ 42
50/ 51
ATTACK
GUERRILLA
NokNok Shell

I SHOT AN ARROW INTO THE AIR

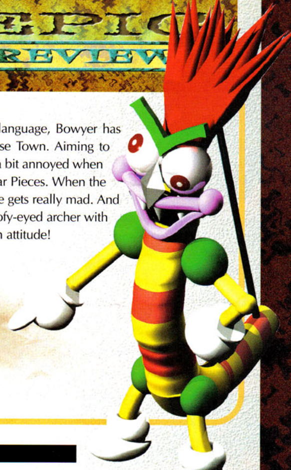


BOWYER: Happy I am, nya!
Look...LOOK at their expressions when freeze they do!

Despite a rather loose grip on the English language, Bowyer has marshaled an impressive army to battle Rose Town. Aiming to take in some target practice, he's more than a bit annoyed when a scout shows up with one of the missing Star Pieces. When the living doll dashes in and demands it back, he gets really mad. And few creatures are more dangerous than a goofy-eyed archer with an attitude!

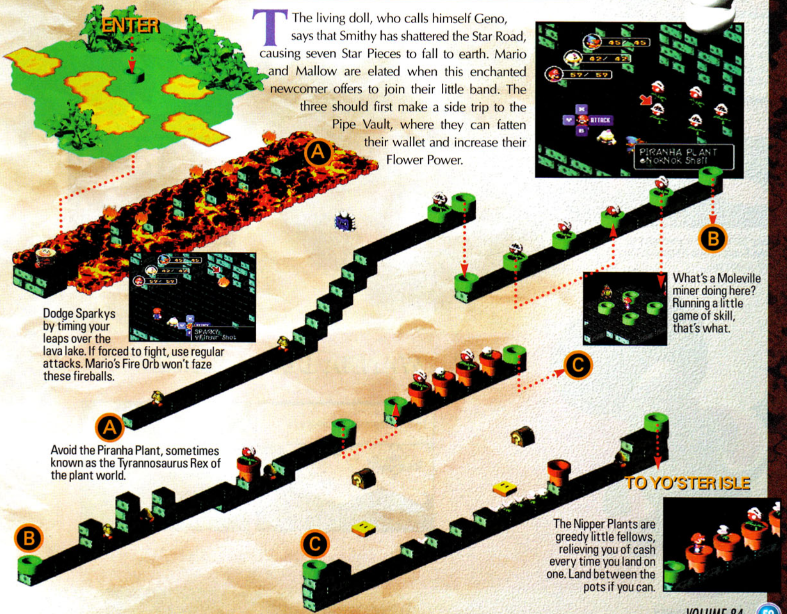


Figuring that three against one isn't fair, Bowyer changes the rules. When he shoots an arrow, it disables the controller button it lands on.



PIPE VAULT

The living doll, who calls himself Geno, says that Smithy has shattered the Star Road, causing seven Star Pieces to fall to earth. Mario and Mallow are elated when this enchanted newcomer offers to join their little band. The three should first make a side trip to the Pipe Vault, where they can fatten their wallet and increase their Flower Power.



What's a Moleville miner doing here? Running a little game of skill, that's what.

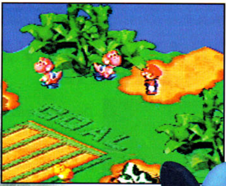
Dodge Sparkys by timing your leaps over the lava lake. If forced to fight, use regular attacks. Mario's Fire Orb won't faze these fireballs.

Avoid the Piranha Plant, sometimes known as the Tyrannosaurus Rex of the plant world.

The Nipper Plants are greedy little fellows, relieving you of cash every time you land on one. Land between the pots if you can.

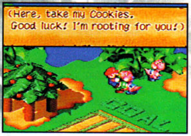
YO'STER ISLE

Way down South the Yoshis spend much of their time lolling in the sun and sipping fruity drinks with paper parasols. Ah, but all is not bliss in this tropical paradise. It seems that Boshi, a bad dino with shades, has been routing the competition in the race known as the Mushroom Derby. Boshi will race only one rival at a time, which makes it tough for the other Yoshis. With a few Yoshi Cookies and a bit of rhythm, though, Mario and Yoshi can make Boshi eat humble pie.

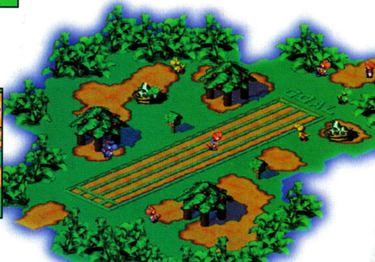


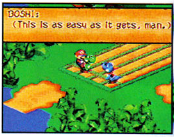
Talk about just desserts! Your prize for beating Boshi is three Yoshi Cookies, which allow you to call on Yoshi in the midst of future battles.

"You've got yourself a race...one-on-one!"

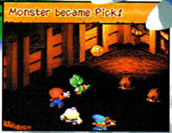

(Here, take my Cookies.
Good luck! I'm rooting for you!)

For a power boost, eat a Yoshi Cookie during the race. The other Yoshis can't race, but they'll provide plenty of moral support.



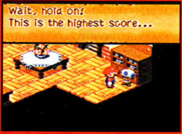

BOSHI:
(This is as easy as it gets, man.)

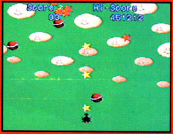
Keep to the beat if you want to beat Boshi to the finish line. Toad will coach you.


Monster became Pick!

Use a Yoshi Cookie to summon the doughty dino. Yoshi will swallow enemies and convert them into valuable items, such as Able Juice.

PSST ... WANNA BUY A GAME?

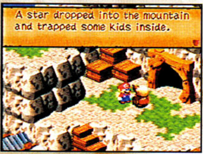

Wait, hold on!
This is the highest score...

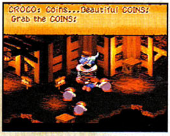


If Mario returns to the Inn in the Mushroom Kingdom, he'll find a little boy in the corner intently playing a hand-held shooting game. A Mushroom Boy Arcade Classic, perhaps, and it's for sale. Asking price: a whopping 500 coins! It's better to forego pleasure until the business of defeating the Smithy Gang is done.

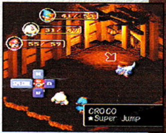
MOLEVILLE

This mining town is rife with rumors about a Star Piece crashing into the nearby mountain. Two little moles, Dyna and Mite, went to look and are now trapped. Mario, Mallow and Geno decide to embark on a mission of mercy. Before leaving, they should make the usual shopping trip to load up on armor and Maple Syrups, which restore 40 Flower Points. They'll have to pay close attention to the directional signs if they don't want to get lost in the labyrinth of tunnels.

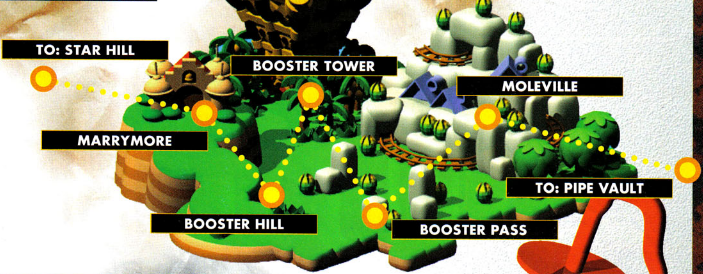

A star dropped into the mountain and trapped some kids inside.


CROCO: Coins...Beautiful COINS! Grab the COINS!

Will Croco ever learn? This scoundrel swipes your money then leads you on a wild goose chase.

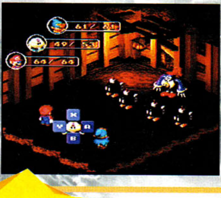


Croco will even steal your items, forcing you to rely on your Regular Attacks. And he's got ... a bomb! Eeek!



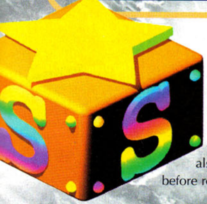
HAVING A BLAST

Just when things seem to be getting back to normal, Mario, Mallow and Geno confront another villain with goo-goo eyes. Punchinello, the purple prince of pow, unleashes wave after wave of increasingly bigger Bob-Ombs at the heroic threesome. While Mario and Geno fight Punchinello, Mallow should defuse the explosive emissaries with his Thunderbolt. Eventually a very big bomb will blow them all sky-high. To survive, they'll have to catch a falling Star Piece—pronto!



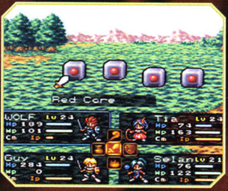
SMITHY AWAITS ...

With his Troopas deserting left and right, Bowser drafts a certain mustachioed plumber into the Koopa Troops. Our heroes become enmeshed in treachery in high places as they seek to solve the mystery of Mallow's past. They must also dive deep beneath the sea and cross a trackless desert before reaching their final goal: a showdown with Smithy!



A TIME FOR HEROES

Lufia II: Rise of the Sinistrals is a 20-megabit, battery-backed Pak crammed with puzzles, labyrinths and monsters. Role-playing game fans who enjoyed the brain-teasers in Lufia and the Fortress of Doom won't be disappointed by the sequel. There are scores of challenging puzzles throughout 30 dungeons and towers. This month's Epic review covers only the first half.


Red Core
WOLF Lv 24 Hp 189 Mp 101 Cm Ip
Tia Lv 24 Hp 74 Mp 163 Cm Ip
Guy Lv 24 Hp 284 Mp 0 Cm Ip
Selan Lv 21 Hp 76 Mp 122 Cm Ip

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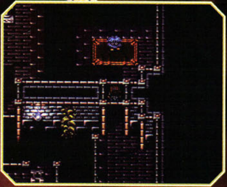
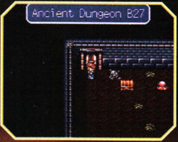
Lufia II™
Rise of the Sinistrals

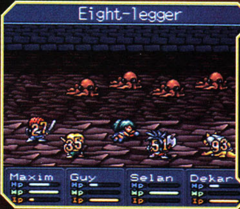
THE DUAL BLADE RESONATES

The ringing of the Dual Blade signals judgment day in Lufia. Arek, the Sinistral leader, hears the call and rallies his forces. No longer will the world be divided between the Sinistrals and the humans. One society will rule the land. Unprepared for battle, the humans need a hero to unite them against Arek's forces. Are you the chosen one?

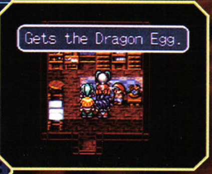



Ancient Dungeon B27

Lufia II has plenty of puzzles and mazes. If you're stuck in a room, start over at the entrance by casting the "Reset" spell.


Eight-legger
27
35
51
93
Maxim Hp Mp Ip
Guy Hp Mp Ip
Selan Hp Mp Ip
Dekar Hp Mp Ip

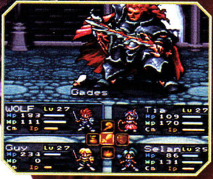
When the going gets tough, the tough find better weapons. The game includes over 118 unique weapons and 215 different monsters.


Gets the Dragon Egg.

The Dragon Egg is one of nearly 240 items included in the game. To learn the purpose of an item, select it and press the X Button.

ONCE UPON A TIME...

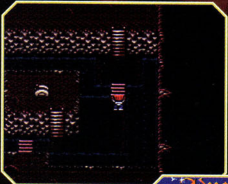
Your quest begins in your hometown, Elcid. You are Maxim the monster hunter, an adventurer whose biggest worry in the world is keeping your childhood friend, Tia, from getting romantic ideas. While you're too young to get tied down, you like Tia's help fighting monsters. And ever since the strange lights appeared in the sky, there have been plenty of monsters running around Elcid.



Keep your party's magic and physical strength balanced. You can purchase spells and weapons in cities and villages.

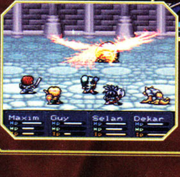
PERPLEXING PUZZLES

You can pass the time in the numerous mazes, cities or casinos in Lufia, but many adventurers will spend hours pondering the puzzles throughout the game. Every tower or dungeon features brainteasers involving blocks, pillars, switches, tiles and monsters. Solving a puzzle leads you to new areas inside the maze or to valuable treasure.

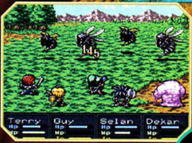


Adventure 7
PAID
PLAY 1 TO 5 COINS
COIN 72

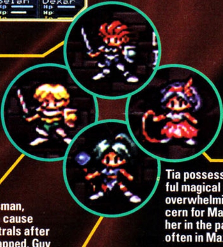
Build bridges and throw switches as you delve into the dark dungeon depths. When you need a break, test your luck at a casino.



Fight with up to five combatants in your party. Lufia II includes over 142 magic spells, that add versatility to your tactics.



Up to four characters and a pet capsule monster can venture together in your party.



MAXIM

The main character in Lufia II, Maxim struggles to find his path in life as he defends humanity against the Sinistral invasion.

GUY

A master swordsman, Guy enlists in the cause against the Sinistrals after his sister is kidnapped. Guy cannot cast spells.

TIA

Tia possesses powerful magical spells. Her overwhelming concern for Maxim keeps her in the party—and often in Maxim's way.

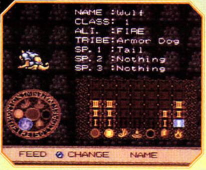
SELAN

Selan's experience as the commander of the Percelyte Army makes her the perfect warrior. She can use both magic and heavy weapons.

CAPSULE MONSTERS

Capsule monsters are friendly creatures that fight beside you in battle. There are seven different breeds in the game. You can find your first capsule monster in the Foomy Tribe north of Sundletan, next the woods by Alunze Kingdom. These monsters change and grow as you feed them weapons and armor.

You will find capsule monster tribes throughout the land. These friendly creatures join your party and fight by your side.



NAME :Wulf
CLASS: 1
ALI. :FIRE
TRIBE:Armor Dog
SP. 1 :Tail
SP. 2 :Nothing
SP. 3 :Nothing

WOLF
Guy
Selan
Dekar

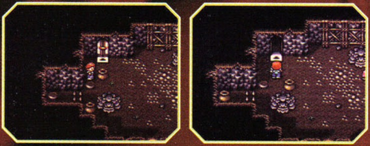
Capsule monsters grow strong with regular feeding. You'll see a growth spurt if you feed a monster the specific food he craves.

CAVE TO SUNDLETAN

Lizard men inhabiting the Cave to Sundletan are attacking travelers and disrupting trade. If you can recover the Cave Key, order will be restored.

JARS ON SWITCHES

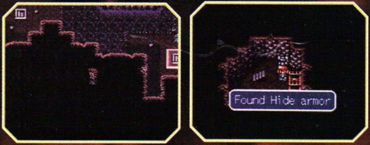
Some doors won't budge when you push on them. To open them, look for a switch inside the room. If the door closes when you step off a switch, try placing a jar where you're standing.



Drop the first jar in the corner, then pick up the second jar and place it behind you on the switch. Now you can place the first jar on the other switch and open the door.

FAKE WALL

The caverns beneath the land of Lufia have many secrets. Press against the all labyrinth walls to check for hidden passages. Your persistence will eventually be rewarded.

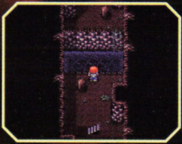


Found Hide armor

Persistence and attention to detail can pay off when you're treasure hunting. Push against the wall here and grab the hide armor.

SECRET CAVE

You can't uncover all secrets or solve all the puzzles immediately. For instance, you can't cross this gap until you have the hookshot. Remember to return with it later.



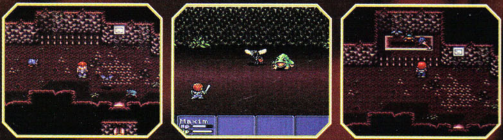
Even after you have the cave key, you'll need the hookshot to explore the other side of this watery gap. Remember to come back here later.

LAKE CAVE

If you're going to stop the earthquakes that are shaking up the folks in Sundletan, you need to defeat the catfish submerged inside the Lake Cave.

SHARP-SHOOTING PUZZLE

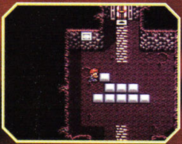
Solve this puzzle to unlock the door leading to the Insect Sword. Most puzzle rooms in Lufia II conceal valuable treasures or entrances to guardians' lairs.



Remember the order of the enemies you defeat in the room. Stun the enemies against the wall in the same sequence to solve the puzzle.

CREATE A TRIANGLE

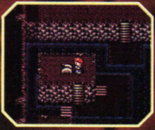
You can move only three blocks to flip the block triangle and open the passage leading to the Lake Key. See if you can get the point.



You can move only three blocks to flip this block triangle from down to up.

CROSS THE MOAT

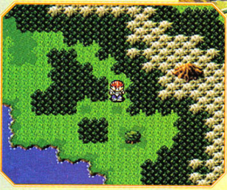
While Maxim can't swim, he can create bridges. Use the three pieces of bridge to build a walkway across the moat. The switch in the middle of the room drains the water.

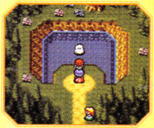


Construct a bridge from the three rafts in the room. You'll need to flood the chamber twice before you can reach the other side.

GET FOOMY!

A capsule monster from the Foomy Tribe wants to join your party. To find him, walk to the big tree near the coast west of the Lake Cave. Your Foomy friend looks small at first, but you can make him grow by feeding him weapons and armor. Capsule monsters are finicky eaters and prefer expensive equipment.





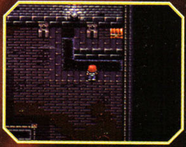
If your cause is worthy, this capsule monster from the Foomy Tribe will join your party. Feed him weapons and armor.

ALUNZE CASTLE BASEMENT

The Kingdom of Alunze is preparing for the king's coronation, but someone has stolen the royal crown. Retrieve the crown to win the king's favor.

COME BACK LATER!

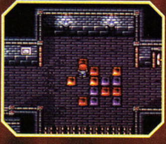
Just like the posts in the cave near Sundletan, these will continue to puzzle you until you return later with special equipment. Ignore them until you find the hookshot inside the West Gordovan Tower.



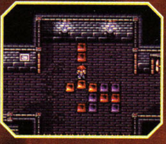
Check out the sights, but don't get stumped by the posts. Return here later when you have the hookshot.

LINE UP THE GEMS

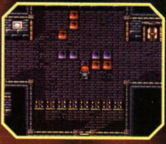
Ready for a gem-dandy puzzle? If you place three gems of the same color in a line, they'll vanish. Unfortunately, there are not enough gems to go around, so you need to improvise. The captions below each picture show you how.



The yellow gems are easy, so remove them first. Push the red gems out of the way.



Connect three identical gems, such as these yellow ones, in a row to eliminate them.



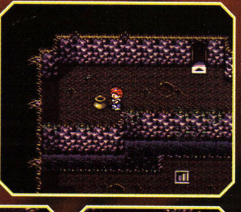
Fill in the middle gap last to clear the blue gems. Now remove the red gems.

THE NORTHWEST CAVE

On your way to Tanbel you learn that the key to the teleportation shrine has been stolen by a monster. It's up to you to recover the key from the creature's lair.

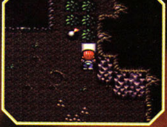
PLACE THE POT

Some switches in the game are invisible. Walk around the cavern until a staircase materializes. Drop a pot on the unseen switch to keep the stairway in plain sight.

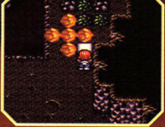


PUSH AND BOMB

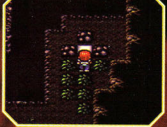
The Northwest Cave is carpeted with weeds, so it's tough to find the floor switches. Bomb the plants and push the block before the weeds grow back. You can take six steps before the bomb blows. Since normal turning counts as a step, conserve your moves by holding the R Button as you walk back behind the block.



Mow down the weeds with a bomb, then push the block before the plants return.



Bomb placement is critical. The explosions must destroy the plant in front of the block.



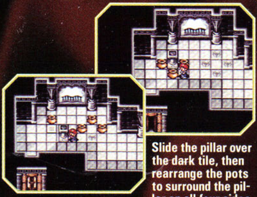
Hold the R Button to conserve time and turn in place without wasting a step.

SOUTHEAST TANBEL TOWER

One of the Sinistrals has kidnapped Guy's sister. Join up with Guy as he tracks the fiend through the diabolical mazes inside Southeast Tanbel Tower.

A PILLAR & FOUR POTS

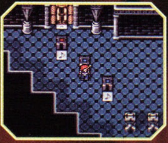
Place the pillar over the dark tile, then place all four pots around the pillar. After the pots are in place, the lower left corner door will open.



Slide the pillar over the dark tile, then rearrange the pots to surround the pillar on all four sides.

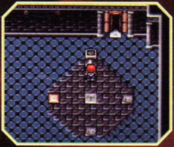
THE RIGHT NOTE

Hit the cubes with different weapons. Hit the right cube with a sword, the middle one with an arrow and the left cube with a bomb.



RESET THE CLOCK

Don't waste time on this puzzle. The gold block is the hour hand and the pillar is the minute hand. Reset the time to 9:00.

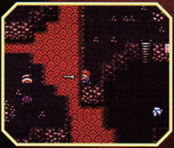


RUBY CAVE

The richest man in the village of Clamento wants the Ruby Apple. If you can find it in the Ruby Cave, he'll let you use his teleportation shrine.

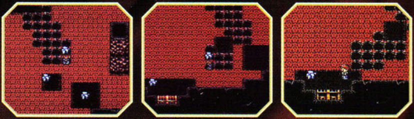
SHOOT AT THE LEVER

If you can't reach a lever with your hands, try hitting it with an arrow. Alter the terrain inside the Ruby Cave by shooting at the levers. If the lever handle is pointing toward you, the arrow will flip it in the opposite direction.



FREEZE THE LAVA

Make cool tracks across the lava with the blocks of ice. If you plan your route carefully, you can find the Fury Helmet and Aqua Whip. Follow the route shown.

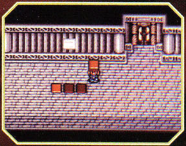


TREASURE SWORD SHRINE

The Treasure Sword would look nice in the King of Parcelyte's trophy room. Help Selan in find it.

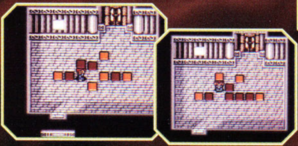
ROOM ONE

Change all the colors of the blocks in the room to yellow by leaving the red blocks between the yellow blocks. You can move only one yellow block.



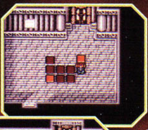
ROOM TWO

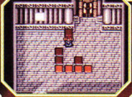
The second puzzle is more complicated. Move one yellow and one red block to change all blocks in the room to yellow. If you need help, the photos below show you where you need to place the blocks.

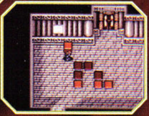


ROOM THREE

This is the final block puzzle in the shrine. Move two yellow blocks and one red block to change all the blocks to yellow. This photo sequence shows you how.







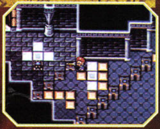
Change the blocks to yellow by lining them up both horizontally and diagonally.

WEST GORDOVAN TOWER

A Sinistral giant ransacked the Town of Gordova, kidnapping a mysterious woman. Eyewitnesses saw him near the West Tower. Go there to confront him.

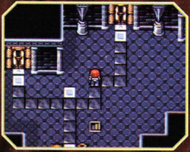
THE OL' SWITCH TRICK

You've seen this puzzle before. Knock down the blue barriers by hitting the blue switch with an arrow. Rearrange the gold tiles and stand in the exact spot shown in the photo.



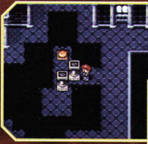
TWO VASES, ONE DOOR

Place the jar on the left button to open the left door. Set the jar on the right button to open the right door. After placing the jar, walk across the dark tiles leading to each door.

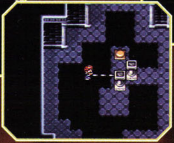


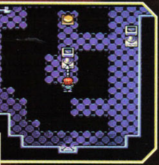
PILLARS, CHAINS AND SWITCHES

Use the hookshot to reach this switch. Push the right pillar onto the platform so you can use it as a hookshot target, then push the lower pillar over the switch.



Push the right pillar out onto the platform, then use the hookshot to span the gap from the other side.





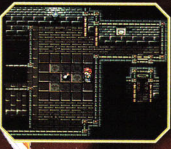
Push the lower pillar down, then use the hookshot to reach it from below. Now push it up onto the switch.

NORTH DUNGEON

Indura is creating chaos in Bound Kingdom. He is planning an attack on Bound Castle, but you can stop the war by intercepting him at the North Dungeon.

LIGHT UP THE TILES

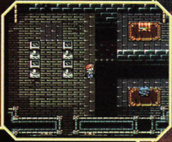
The tiles in the room change color when you bomb them. If you light up all nine tiles, the left bridge will connect the two sections of floor. You cannot place bombs on the edge of the puzzle.

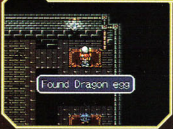


Each tile scorched by flames changes color. Note the blast as you plan moves.

RAISE THE FLOOR

Add the Dragon Egg to your inventory by raising the bridge in the dungeon chamber. Push the four pillars in the room into a square over the dark flagstones at the top of the room. Once the pillars are in place, the bridge will connect the floors.

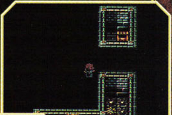


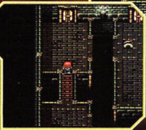


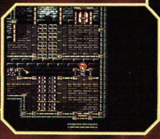
Found Dragon egg

FIND THE THUNDER AX

Your party must explore several rooms before you can reach the Thunder Ax. Hit the switch with an arrow to lower the floor spikes, then retrace your steps across the spikes to a dead end with plants. Cut down the plants and push against the walls to find your prize.







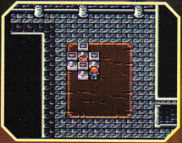
Look for the eight weeds growing at the end of the corridor. Cut them down and press against the wall.

ANCIENT TOWER

Gades the Giant has renewed his threat to destroy all the humans on Seim Island. Settle the score by storming the Ancient Tower east of Bound Castle.

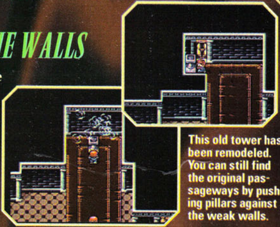
TRAP PUMPKIN HEAD

Open the door on the right side of the room by trapping the pumpkin head monster on a switch surrounded by four pillars. Pumpkin head moves in the direction opposite your party's. Remove one of the pillars and trap him on the switch.



BREAK DOWN THE WALLS

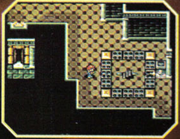
The new inhabitants inside the Ancient Tower have covered over the old passageways leading up to the top of the structure. Find your way to the top by pushing pillars through weak walls.



This old tower has been remodeled. You can still find the original passageways by pushing pillars against the weak walls.

PULL YOURSELF ACROSS

The spikes surrounding this stairway pop up out of the floor when you approach. Pull yourself across the spikes by moving the pillar behind the stairway and using the hookshot.

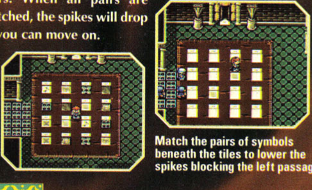


NORTH LIGHTHOUSE

Indura's back, and he's kidnapped Maxim's son! This troublesome Sinistral is spoiling for a duel, so take him on in the North Lighthouse.

MEMORY MATCH GAME

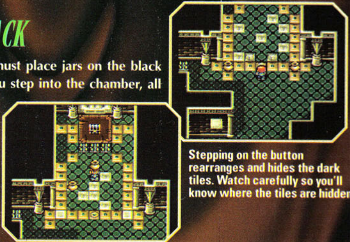
Win this game of concentration so you can continue your quest. Step on the triangles to flip a tile and reveal the symbol beneath it. Memorize the tiles and match the pairs. When all pairs are matched, the spikes will drop so you can move on.



Match the pairs of symbols beneath the tiles to lower the spikes blocking the left passage.

PLACE IT ON BLACK

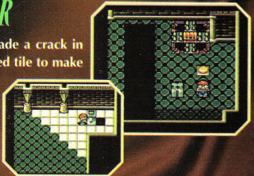
To solve this puzzle, you must place jars on the black tiles in the chamber. As you step into the chamber, all the tiles will scramble and conceal the dark tiles. Watch carefully to see where they are.



Stepping on the button rearranges and hides the dark tiles. Watch carefully so you'll know where the tiles are hidden.

PUSH THE PILLAR

The weight of this pillar made a crack in the floor. Bomb the fractured tile to make a hole in the floor, then push the pillar into the hole. Now you can use your hookshot on the pillar to reach both sides of the room below.

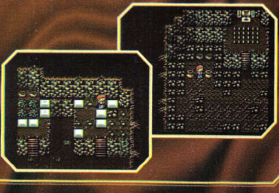


PHANTOM TREE MOUNTAIN

An evil Sinistral has attacked Aleyn, sinking the ships in port. Jyad can help you if you find him in the mountains.

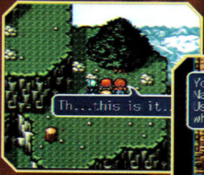
DON'T DROP OUT

The floor in this dreary cavern crumbles beneath your weight. If you don't retrace your route, you won't fall through the floor.

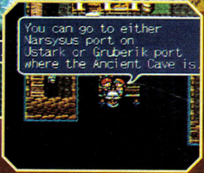


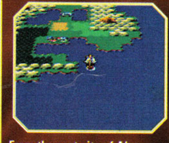
SET SAIL!

Jyad can build you a ship, but he needs time to complete the vessel. Talk to everyone in the town to learn about the island north of Aleyn and the mysterious Ancient Cave on the island to the east. Rest several days at the inn until Jyad's ship is finished, then continue your quest.


Th...this is it.

After defeating the lions inside the mountain, you'll find the Phantom Tree. Jyad needs wood from this magical tree to build his ship.

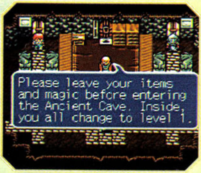

You can go to either Narsysus port on Ustark or Gruberik port where the Ancient Cave is.



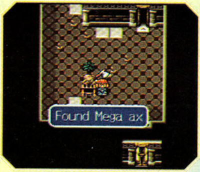
From the port city of Aleyn you can travel to the Ancient Cave or the town of Narcysus.

THE ANCIENT CAVE

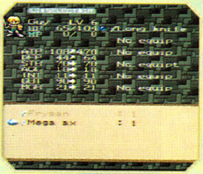
The Ancient Cave near Gruberik is the most unusual maze in the game. Before entering the cave, you must check all your armor, weapons, magic spells and character levels at the door. You're back to the adventuring basics. As you explore the 99 levels of the maze, you'll find chests filled with goods. Items found inside blue chests are yours to keep after you're done exploring.


Please leave your items and magic before entering the Ancient Cave. Inside, you all change to level 1.

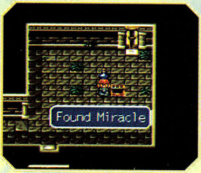
Check your belongings at the entrance to the Ancient Cave. You'll get everything back when you return to the surface.


Found Mega ax

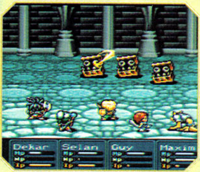
Anything found in a red chest is yours to use inside the cave, but anything found in a blue chest is yours to keep.


L: SELECT :R
Guy LV 6
HP 65/104 Long knife
MP 0/ 0
No equip
ATP 108→470 No equip
DFP 44→ 64
STR 70→ 70 No equipt
AGL 18→ 18
INT 11→ 11 No equip
GUT 90→ 90
MGR 21→ 21 No equip
Fryan : 1
Mega ax : 1

The Ancient Cave is packed with treasures. As you acquire weapons and armor, try them on your party members.


Found Miracle

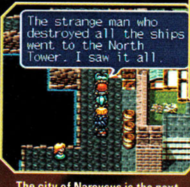
You'll need nothing short of a miracle to make it through 99 maze levels. Conserve your items and use them wisely.



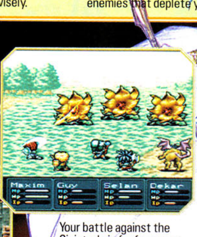
If you're trying to go the distance, dodge the monsters. Avoid fights with tough enemies that deplete your resources.

HALFWAY THERE...

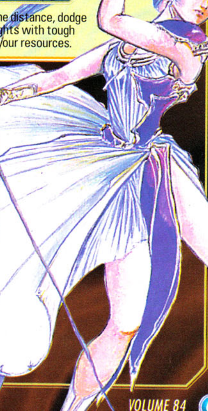
The lure of treasure and excitement in the Ancient Cave hooks many adventurers, but eventually you'll want to move on. Load up on supplies and hop the next ship departing for the eastern continent. The citizens of Narcysus have the clues and answers you're looking for. Check out the second half of this epic review next month.


The strange man who destroyed all the ships went to the North Tower. I saw it all.

The city of Narcysus is the next stop on your arduous journey. Eyewitnesses here have information on the Sinistrals.



Your battle against the Sinistrals is far from over. Read more about Lufia II in the next issue of Nintendo Power.



BREATH OF FIRE

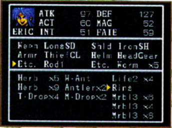
The original Breath of Fire has been enjoying a resurgence in popularity, and our mailbags have been bursting with letters about it. As a result, we've decided to devote this month's Epic Strategy to answering some of the most frequently asked questions. Get set for a blast from the past!

SECOND WIND

Most video games experience their highest sales in the first month after they're released. Though popular games may continue to sell steadily for years, the number of games sold per month is generally comparatively small. Breath of Fire, however, has been able to buck this trend. Fueled by player word of mouth and discounts offered by some retailers, BOF has been enjoying a rare "second wind" in retail sales a year and a half after its initial release. We knew something was up when, looking over the list of games we received questions on in the last month, we saw that BOF had jumped back into the top ten. So without further ado, here are the answers to the top BOF FAQs.

What Is the Fishing Pole for?

If you're hard up for cash and need some items, or if you just want to try your luck, fishing might be just the ticket. In most RPGs, you're randomly awarded cash or a useful item if you win a battle. In BOF, if you successfully land a fish, the game may award you a healing or power-up item. You won't get a reward every time, but if you're patient, you can do pretty well for yourself. To fish, you'll need to first equip the Hero with a Rod and some Bait, such as Worms or Urchins. These items appear in the "Etc." spaces on the Hero's Equip screen. Next, look for a good fishing spot, usually a stretch of shoreline with some rocks sticking out of the water and tiny fish swimming around them. The easiest spot to find is just south of Drogen. Place the Hero at the front of the party, face the water and press the A Button. A fishing rod will appear in the Hero's hands for a few seconds, then you'll either reel in an item or you'll get the message, "The fish got away." As you progress through the game, you should also try fishing in some other, rather unlikely bodies of water, including wells. You never know what kinds of fabulous treasures you may pull out of them!

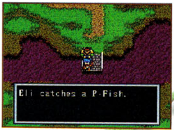


```
     ATK      97 DEF     127
     ACT      60 MAG      52
ERIC INT      51 FATE     59

 Wepn LongSD   Shld IronSH
 Armr ThiefCL  Helm HeadGear
▶Etc. Rod1     Etc. Worm   x5

 Herb  x5 H-Ant    Life2 x4
 Herb  x9 Antlerx2▶Ring
 T-Dropx4 M-Dropx2 Mrbl3 x5
                   Mrbl3 x4
                   Mrbl3 x8
```

Be sure to buy a Rod and some Bait before you head out.

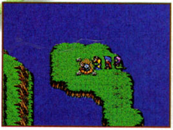


```
Eli catches a P-Fish.
```

You'll find some amazing things in the unlikeliest places.

What Are the Dragon Emblems?

The Dragon Emblems, which are embedded in the ground or fastened onto cliff walls throughout the overworld, mark the locations of treasures as well as the entrance to Spyre Tower. The chart at the bottom of the page shows the location of each emblem and the item or benefit you'll receive from it. To open the emblems on the ground, place Mogu at the front of your party and press the A Button to make him dig. To open the wall emblems, you must have Karn's Puka spell. Place Karn at the front of the party and activate the spell. The powerful sound waves from his piercing shriek will shatter the emblem and reveal the treasure hidden inside.



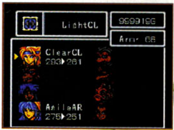
Most of the items you'll find under the emblems are essential to completing the game.

Emblem	Location	Benefit
North of Camlon	Ground	Receive Doof
Northeast of Tartar	Ground	Receive Clog
Southwest of Spring	Ground	Open Spyre Tower
East of Carmen	Ground	Receive Hero BW
South of Scande	Ground	Receive Love HT
North of Winlan	Ground	Receive Sash
North of Auria	Wall	Receive DarkBR
East of Carmen	Wall	Receive WindBR
Southwest of Gust	Wall	Receive LoveBR

Note: You must find the Emblem north of Winlan.

Which Weapons or Armor Are Best?

The best way to find out if a weapon or piece of equipment you're buying is better than what you have already is to use the Trade (Barbell) icon while in a shop. When you use the Trade icon, two



```
LightCL      999919G
             Armr 68
▶ClearCL
 293▶261

 AgilaAR
 275▶251
```

The Trade icon will tell you at a glance what you need to know.

numbers will appear next to the character(s) who can use the item you're considering. The number on the left represents the strength of the item you have currently equipped, and the number on the right represents the strength of the new item. If you're not in a shop, you'll have to equip each item in turn and check your character's stats on the subscreen.

Where Can I Raise My Experience?

If you travel north from Agua, you'll find the small island where the Goddess was set free. This island is infested with Slimes and M Slimes. While the Slimes aren't worth much, defeating an M Slime will garner you 9,999 experience points and 9,999 pieces of gold! M Slimes are shy creatures, so you may have a hard time finding them, and they may retreat quickly from battle, so be very patient.

Normal Slimes aren't worth much, but they're easy to defeat.

How Do I Get into the Moving Town?

When you first visit the desert settlement of Arad, you'll hear about a town that moves around the desert. This town is called Wisdon, and you won't have to worry about it until much later in the game. After Ox has joined your party and you've defeated SlimeX in Nabal Castle, you'll watch a cinema scene in which the General sails off to the underwater town of Prima. Travel to Prima and speak to the Guild owner to learn about the sorceress. Now go to the top floor of the guild and speak to the old man in bed. Stand on his bed and press A to receive the Statue. Now go back to Arad. With the Statue in your possession, you'll be able to locate and enter Wisdon.

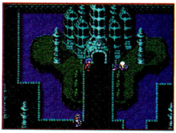
Don't worry about finding Wisdon until later in the game.

GODDESS KEYS

The Goddess Keys are special items that are necessary to completing several quests in the game. Some of the keys can be used as items in battle, while others have particular uses or affect certain situations. The following paragraphs discuss five of the six Goddess Keys in order of appearance, but since the Sky Key is a crucial part of another FAQ, we'll deal with it in a later section.

The E Key

The E Key can be used in battle to generate a small earthquake that will do up to 30 points of damage to all enemies. The key is located in the Nanai Dungeon at the center of Nanai town. From the dungeon entrance, go up through the door and take the stairs down. Continue down the next two flights to enter the lava area. Walk down the ramp below you. Continue down the next ramp and the rope bridge beyond. Go to the right and climb up two ramps, then cross the rope bridge to the right. Go all the way up along the next rope bridge and climb down the stairs.



Start your search for the key in the town of Nanai.

E-Key
SandCloud Down 30

The E Key is not very powerful, but it's useful early on.

Continue down the next two flights. Walk down the two ramps below you, then go left and down across the rope bridge. Go right, up the ramp, right again and down the next bridge. Walk down and right all the way, then go up across the rope bridge at the end of the path. Go down the left ramp, up the next ramp and climb down the stairs. Follow the path up to the Knight. Use Stun items against the Knight to disable him before you attack. Defeat him to receive the E Key and the Quake Control.

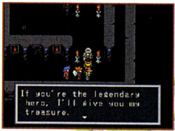
The King Key

The King Key is the second of the Goddess Keys and is used to activate the Stone Robot that will destroy the dam near Tantar and Tuntar. After purifying the soil in Romero with the Cleansing Water, talk to the mayor to receive the Tablet. Leave Romero and head northwest towards the floating tower of Agua. If you stand on the dock near the tower, the Tablet will automatically open the entrance to Agua. From the entrance, go up and climb up the stairs. Walk down to the floating platform and ride it down. Go right all the way, up all the way, then left and up the stairs. Go down and ride the floating platform down. Take the lower left platform to the left, then walk left to the wall. Go down and right to the next floating platform. Ride it up to the top and go left to the stairs. Go up the stairs, then down and left to a floating platform. Ride it to the right, then take the lower right platform to the far side of the room. Walk down and left to another platform. Ride the platform up, then walk up to the top of the room. Go left and climb up the stairs. Go all the way right (you might want to look for a Steel Bow along the wall), then go down and left to a platform. Ride the platform to the left to where the ghostly Wisp awaits you. Defeat Wisp to receive the King Key. If Wisp gives you any trouble, use Stun items on him, then use Atk-Up on the Hero and Bo. Physical attacks work best, but Bo's Fry spell is also very effective. Once you have the key, exit the tower and make your way to the town of Tantar and the mighty Stone Robot.

Unlike the other keys, the King Key will disappear from your inventory once you've used it.

The Dark Key

The Dark Key has a double purpose. It's primary use is to allow you to get the Mirror from the Old Man in the Dark Keep, but it also turns day into night when you Use it. With Karn at the front of your party, walk up through the entrance to the Dark Keep and on up through a locked door. Climb up the stairs on the left, then go down all the way and right to find the Old Man. Talk to him to get him to move, then go up and left and climb the stairs. Continue up the next flight on the right. Follow the path down and right and climb up the stairs. Now go left and down to the wall, follow the path to the top right corner and climb up the stairs. Go to the bottom left corner and climb up the stairs. Take the next flight of stairs on the right. Walk up to the orange orb and press A to fight the fiery Cloud. The Hero's Thunder Dragon spell and Bo's Fry spell will do the most damage. Karn can fight or use the E Key, and Nina can alternate between fighting and casting healing spells. Once you have the Dark Key, retrace your steps and talk to the Old Man to receive the Mirror.

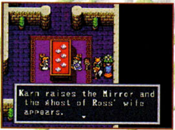


If you're the legendary hero, I'll give you my treasure.

The Old Man won't give you the Mirror without the Dark Key.

The Light Key

It should come as no surprise that the Light Key has the opposite effect of the Dark Key. When you Use it, it turns night into day. It's located at the top of the Light Keep in the town of Auria, south of Tantar. There is only one path through the Light Keep, but remember that you must use the Mirror on Ross and rescue his daughter from the Safe before you can gain entrance.

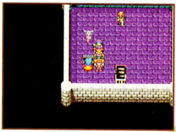


Karn raises the Mirror and the ghost of Ross' wife appears.

The Mirror allows Ross to communicate with the ghost of his wife.

The Time Key

The Time Key is probably the easiest key to obtain, if you know how. Its sole purpose is to restore the flow of time to the town of Carmen so you can rescue its frozen inhabitants. Once you encounter Cerl at the top of the tower of Tock, your party will be automatically separated. The Hero will reappear alone next to a Fruit Tree. Go up and left and enter Carmen, where the party will be reunited automatically. Make your way through Tock and confront Cerl again. The party will be separated a second time, but don't despair. The Hero and Nina will appear in front of Cerl's Castle. Return to Carmen and enter the top house to find the rest of the party. Go back to the Fruit Tree and have Ox punch it to receive some Fruit. Take the Fruit to Cerl in her castle. With this gift in hand, she'll let you have the Time Key in return. You'll warp automatically back to Tock. Use the key in the control room at the top of the stairs.



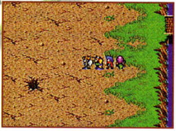
After you give Cerl the Fruit, go to her treasure room to find the Time Key.

DREAMS & DANGER

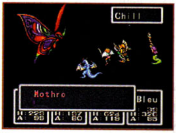
There are two instances in Breath of Fire where you must enter a world of dreams. You can't escape from the dream worlds until your tasks are completed. In the first instance, you're trying to save a young boy who will eventually become a valuable ally in your quest. In the second, you must obtain the Sky Key to thaw out a frozen waterfall. (The Sky Key is actually the fifth Goddess Key you'll encounter in the game.)

Save Mogu

After you receive the Bolster, return to Gramor and enter the dream of the sick child (Mogu). You'll appear in the Dream Village. Take the northern route out of town and walk right, up and left to the North Tower. Talk to the boy on the first floor (who is really Mothro in disguise) and return to the village. Don't worry about trying to fight Mothro yet. You'll get your chance soon enough! Talk to the girl and the old man in the village, then leave town and go left and down across the bridge. Continue down and right to the cave. Work your way up through the Steam Fields. There's only one path through the deadly geysers, but if you get into trouble, try to go up along the left side of the field. The path will eventually lead you to South Cave. Talk to Mogu's Courage to have Mogu join the party. Go back to the North Tower and defeat Mothro to escape from Mogu's dream. The best spells to use in this battle are the Hero's Bolt Dragon magic and Bleu's Gale and Ice spells, if you have them. The Hero should be at least to level 25 if you want to succeed. If one of your party falls, rotate another member into his or her place.



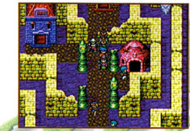
Gramor is an underground village. Look for a hole in a dry field east of Gust.



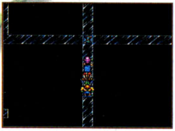
Mothro has over 3,500 hit points, so be careful!

Defeat Mote

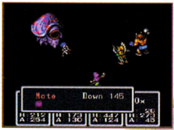
After you escape from Mogu's dream, your very next adventure will plunge you into yet another dream world. From Gramor, travel through the cave to the south then go west to find the town of Spring. Talk to everyone in the town to learn about the frozen waterfall. Now head south and use Mogu to dig under the Dragon Emblem to enter the Spyre. Work your way to the top of the tower and talk to the Spirit to enter the World of Dreams. You'll appear in a small village. Talk to the townspeople to get clues. Once you're ready, leave the village and go all the way left. Go down, right and up the first ramp. Go up and right to the top and then all the way left. Enter the cave below you. Inside the cave entrance, walk up and climb down the stairs. Go up and climb down the next flight of stairs. Follow the path left, up and all the way to the right. Climb the stairs and follow the path left and up. Talk to Mote's Conscience. He'll break a wall to reveal another set of stairs. There's a room at the top of the stairs with two blue healing pools and a large vase. Talk to the vase to save your game. Go up and exit the room. You'll now enter the chamber known as the Rotator Room, and this is where many players get stuck. Follow the glass path to the first rotator tile. The tile will spin you around several times, then stop. Go left to the next rotator, then follow the path down, left and up to a four-way intersection with a rotator tile. Once the party has stopped turning, go up to the next tile. Go right all the way to the next four-way intersection and tile. Now go up all the way, right and down to another tile. Go down and follow the path to the left. Take the first path down and follow it right and up to another tile. Continue on to the right and down. Step on the tile at the end of the path to exit. Once you reappear, it's just a few more steps to Mote. Go left and up and take the first path going to the right. Follow it right and up to a red tile. Climb up the middle staircase. Go down across a large patch of tiles and explore the lower right corner of the room. You'll fall through a hole. Go up and climb the stairs. Take the stairs to the left then go left and down to the corner. Climb down the staircase. You'll enter a room with five staircases. Take the bottom right staircase to find Mote. Defeat him to exit the World of Dreams. Mote will alternate between being blurry and being clearly visible. Use physical attacks when he's blurry and magic attacks when he's visible. He's especially susceptible to Bleu's Nova and Ice X spells. With Mote vanquished, the Spirit at the top of the Spyre will reward you with the Sky Key. Upon your return to Spring, you'll find that the waterfall is thawed out and the path leading to Carmen is open.



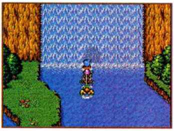
Save your game in the village before you search for Mote.



Take your time going through the Rotator Room.



Use the Puka spell and attack with the Sonic Scream when Mote is blurry.



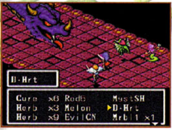
Go behind the waterfall to find the path through the mountains.

ENDGAME

Many players have asked us for strategies on defeating Zog, Sara and the Goddess, the last major foes in the game. Many have also wondered if there is more than one ending to the game. In fact, the answers to these questions are tied together. Read on for the details!

Zog and Sara

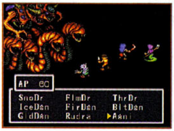
The best attack strategy to use against Zog is very risky and will leave your Hero vulnerable. If you want to take the chance, get the D-Hrt item before you battle Zog. At the Tower of Scande, take the first two elevators going up to reach the large door with the dragon symbol on it. Return to Tunlan, go up the first stairway and enter the door. Talk to the girl to receive the D-Hrt. Use this item as soon as your battle with Zog begins. This will hurt him seriously, but it will also reduce your Hero to a single hit point! After you heal the Hero, have Bleu cast the Bolt X spell and have Karn use the Puka transformation. The Hero can follow up with the Rudra spell. This same basic strategy will work with Sara as well. You won't have the D-Hrt item to help you, and though Sara has 15,000 hit points compared to Zog's 16,000 hit points, she has a greater resistance to injury.



Make sure the Hero is to at least level 27 before you do battle.

The Goddess

The Agni spell is not only your best bet for victory against the Goddess, it is also the key to unlocking the better ending to the game. If you don't have or don't use Agni on the Goddess, she'll remain in her "crying girl" guise, and you'll see only the game's credits as your reward. Use the Agni spell to transform her into a giant, snake-like creature, then use it again to transform your party into the ultimate dragon. In this form, you'll be able to deal up to 999 points of damage per round! A word of caution: Make sure that Karn is in his natural form when you cast Agni. If he has used any of his transformation spells, Agni will not work! If you don't have the Agni spell, go back to the Cave of Cleansing Water, the same place you obtained the water to purify the soil of Romero. Retrace your steps to the pool of Cleansing Water and dive in. You'll find the Mystic Place and the Agni spell.



The Goddess has over 30,000 hit points!

Not "The End!"

With the recent surge in the popularity of RPGs, many players are just now discovering Breath of Fire and its adventurous brethren. Perhaps other titles will achieve the same "sleeper hit" status BOF has. Let's hope that other quality titles receive some well-deserved recognition from the growing ranks of epic strategists!

the cyberjocks

noa amy
noa paul
noa travis

Livin' in the LOUD HOUSE

Riddle us this: Paul + Travis + Amy=??? If you haven't logged on to Nintendo Power Source, you might be baffled, but regulars will be quick with an answer: The Loud House. Paul, Travis and Amy are the three on-line hosts, or cyberjocks, who inhabit the Nintendo Power Source area known as the Loud House, where players sign on to swap quips and game tips.

Game enthusiasts can access Nintendo Power Source on America Online (keyword: Nintendo) around the clock, but the ceejays show up in the Loud House to host live, hour-long chats on weekday afternoons and evenings between 4:00 and 7:00 Pacific time, 7:00 and 10:00 Eastern time. Right on the hour, Sourcers pack the chat rooms to see what's up daily.

What's the attraction? Aside from having the cyberjocks themselves (each has a loyal following), the Loud House is an electronic lounge of sorts, a place for gamers to hang out, trade information and banter with others who are as absorbed by video games as they are. Sometimes the shows feature special guests, and sometimes they include games, such as "TheWhat" (What if Sabrewulf were neutered?), and "Acronymania." (What could you make DKC stand for?) This month, meet the cyberjocks who keep the dialogue rolling in the Loud House.

PAUL HAWKINS

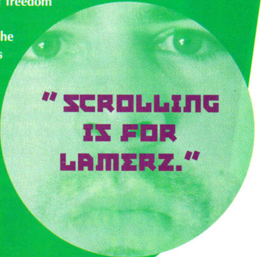
Paul Hawkins, better known to his AOL followers as NOAPaulH, was the first of the Nintendo Power Source hosts to go on-line. Although he started out in the 4:00 time slot, he's now on the air from 5:00 to 6:00 PT daily. Whether he's discussing a particular subject, hosting a special guest, or playing one of the Loud House's specialty games, one thing's for certain: his chat sessions are always lively.

Nintendo Power Source regulars are tech fanatics who always want the latest, greatest information, and they also thrive on debating the merits of various games, particularly RPGs. Paul fills them in on the what's new daily, and his show often features guests in the know, such as Ken Lobb, manager of Product Development and Acquisition at NOA. He's a great guest, according to Paul. "He's really fast," he says, "and he always gives lots of behind-the-scenes info." Product Manager Dan Owsen is another NOA guest who's adept at on-line banter and who's likely to divulge interesting tidbits about the latest products.

Like the other cyberjocks, Paul has regulars who make special points of signing on during his hour. When talking about interesting on-liners, Paul singles out one in particular: DarkPanda, who types his messages backwards. "He's cool," says Paul. "And very clever." (DarkPanda is active elsewhere in Nintendo Power Source, as well. See some of his entries in Blood of the Chozo, beginning on page 50.) Between keeping up with people coming and going and keeping up with the conversation and questions, the hour goes by fast—too fast, according to Paul. Is there anything he doesn't like about the on-line experience? You bet: scrolling. "Scrolling," he says, "is for lamerz."

Paul, who is 23, claims the honors as the Most-Pierced Cyberjock. (Both ears and his tongue.) He got hooked on video games early: A dedicated Pong game was his first play experience. He's a long-time skateboarder who also took up snowboarding after moving to Washington state from Florida. During the winter, he hits the slopes just about every weekend. And early in the morning, (*very* early, around 5 a.m.), he's likely to be airborne, but not on a board of either kind. He is an avid paraglider, who takes to the sky every chance he gets. "It's amazing stuff. If it can get me out of bed at 5 a.m. on the weekend, you know it has to be great. I feel a real sense of freedom when I'm flying."

As active as he is, he describes himself as laid-back. "I don't get worked up about stuff." His own worst habit, he says, is scraping the stud in his pierced tongue on his teeth. "It drives people crazy!"

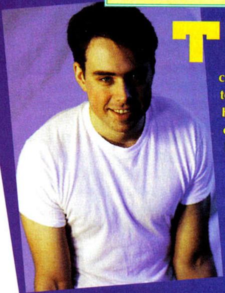


"SCROLLING IS FOR LAMERZ."

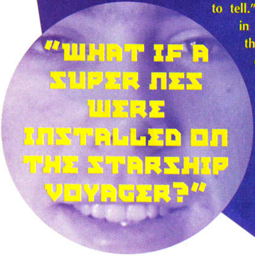
PAUL'S PICKS

Breakfast:
Double, tall mocha
Form of Transportation:
Snowboard
Constellation:
Leo
Boss:
Mother Brain
On-line snack:
Toffee-covered peanuts
Mouse pad:
Red Dwarf
Smiley:
(0=

TRAVIS WILLIAMS



Travis Williams, who is also 23 (slightly older in dog years, he figures), cut his game-playing teeth on the Atari 2600. He spent hours, he says on Space Invaders, Pitfall and River Raid. Because he grew up in the Seattle area near NOA headquarters, signing on as a Game Counselor was a natural move for him. And, he says, hosting his hour in the Loud House, from 6:00-7:00 PT, is the best part of his job. "The interaction is fabulous!" Travis exclaims. "Chatting with people from all over is so interesting. Every experience is different because people are so different. Everybody has a story to tell." He likes people in his sessions who think fast and are on their toes. (He talks faster than a speeding arwing, so keeping up with Travis is a challenge!) To warm up for his show, Travis does the latte lift and bagel press, then he plays a quick game of thumb wars with Amy. He's reluctant to name favorite regulars because he doesn't want to leave anyone out, but when pressed he mentioned LHJester, aka Boomer356, ("He's funny!"), RedFang99 and Darklord05. What does he find annoying on-line? "People asking the same question over and over," he says, "and stupid macros! They drive me nuts!"



"WHAT IF A SUPER NES WERE INSTALLED ON THE STARSHIP VOYAGER?"

If you tune in to Travis's hour, you're likely to find regularly scheduled episodes of TheWhat (What if a Super NES were installed on the Starship Voyager?), Equality Online, NameGame, FinishingMoves or Acronymania as well as fast and furious conversation. You might even find yourself in the pool. Who threw the toaster into the pool? Who threw that candy bar into the pool? That's not a *candy bar!* Everybody out! When he's *not* on-line, Travis is likely to be working out, listening to music, playing his bass or working on, his 78 cobra. (Hands OFF the stang!) And, although he doesn't watch much television, his favorite show is Friends. "Jennifer Aniston. Enough said."

TRAVIS'S PICKS

Season:
Ski season
Pizza:
The free kind
Cartoon character:
Betty, the babe of Bedrock
Web site:
NOA's, of course <blatant plug>
Insect:
Cybertick
Freeway lane:
Whoa! They have lanes?
Writing utensil:
Keyboard
Smiley:
;)

AMY JANAS

NOAAmyJ is the newest of the cyberjocks, signing on only a couple of months ago. She's not new around NOA, though. Amy's been at Nintendo for more than five years and on the phones as a Game Counselor for two. Her favorite games are RPGs and puzzlers. The Legend of Zelda: A Link to the Past, Shadowgate, Secret of Mana and Shadowrun are her all-time favorites, while Chrono Trigger currently tops her list.

Amy, 24, has quickly built a large and loyal following in her time slot at 4:00-5:00 PT. She estimates that she gets between 20 and 60 e-mails daily and responds to as many as she can. She hosts lots of games during her hour on-line. (At this point, her favorite Equality Online is: Hillary + Pauline = A princess who doesn't like white-water rafting.) Some of the regulars who came up in our conversation include Rabiteman, Burrito528, MKFatal and Wisecow, aka Cowjason. "Rabiteman is cool," she says. "He makes lots of music files." As for Wisecow, or Cowjason, Amy explains, "We moo a lot in our chats!" (Who *did* put that cow in the Loud House basement???) About being on-line, Amy says, "It's so much fun! There's no better experience. But you have to be on your toes. I used to watch Travis and Paul and wonder how they could miss questions—now I see how! I hate missing a single one." She likes the sense of comraderie in her chats. "The community we build is really fun. There's one guy who's there a lot who passes cups of coffee around." Amy, too mentions scrolling as an annoying habit. And she could definitely live without frequent age/sex checks. The time she spends on-line is too short—she doesn't want to waste it.

A self-described neat freak, Amy claims that you won't see her make many typos on-line. She's a college junior majoring in liberal arts, so she has little spare time, but in the free time she has, she plays volleyball, swims, and heads for the mountains to cross-country ski in the winter. She had her ears pierced on her 12th birthday, but you won't see her sporting tattoos any time soon. Or ever. "Not for me," she says.

"WE MOO A LOT IN OUR CHATS."

AMYS'S PICKS

Dental Floss:
Cinnamon
Place:
Milford Trek, New Zealand
Video game character:
Samus Aran
Movie:
War Games
On-line snack:
Bagel and iced mocha
Pro team:
Seattle Mariners
Smiley:
}:)

OLYMPIC SUMMER GAMES™

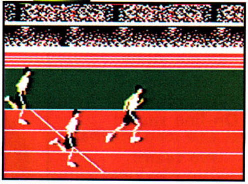
Centennial Olympic Games

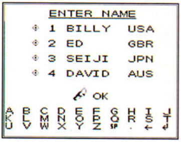
Black Pearl Software invites you to tote the grand games anywhere you go with this 4-megabit extravaganza. Practice hard, then compete in 10 of the most popular Olympic events. Excellent use of the Super Game Boy palette puts you right at the heart of the action!

Atlanta 1996®

GAME BOY GLORY

The Olympics! Is there a sports fan who doesn't feel a thrill at the anticipation of the most famous athletic competition in the world? Black Pearl has stuffed 10 of the most popular individual events into this pocket-sized pak. The fun really begins when you compete with as many as three other players in alternating mode! Pick a name, any name, then have your athlete represent any of 32 countries, from Australia to the United States.





ENTER NAME

1 BILLY USA

2 ED GBR

3 SEIJI JPN

4 DAVID AUS

OK

A B C D E F G H I J

K L M N O P Q R S T

U V W X Y Z SP . ← ↵

Atlanta 1996
100

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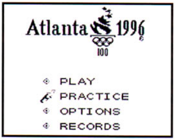
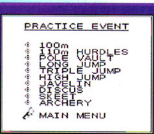
OPTION PLAY



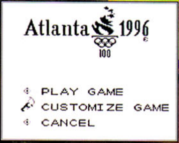
You can pick any of three difficulty modes. In Hard mode, every rival is a threat to setting a new world record. Your smartest move, though, may be going down the Options menu to turn off the music, but keep the sound effects on. This allows you to hear the starting pistol and get into a rhythm by listening to the sound of your feet hitting the track.

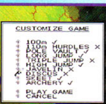
PRACTICE

Because Olympic Summer Games emphasizes timing and reflexes over strategy, you'll never make it to the winners' podium without putting in some serious practice time. You can take pride in your progress in most events. However, it's hard to see how good you're becoming in the Pole Vault and High Jump, because the practice bar is fixed at low heights.



SET YOUR SCHEDULE





CUSTOMIZE GAME

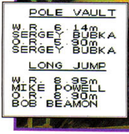
100m ✓
110m HURDLES ✗
POLE VAULT ✓
LONG JUMP ✓
TRIPLE JUMP ✗
HIGH JUMP ✓
JAVELIN ✗
DISCUS ✗
SKEET ✓
ARCHERY ✓

PLAY GAME
CANCEL

When it's time for the big trip to Atlanta, the Customize Game option allows you to enter as few or as many events as you want. Fans will also appreciate the fact that Olympic Summer Games adheres to the actual Olympic rules. In the 100 meter dash, for example, you'll have to win two heats before you can enter the final race for the gold.

SET RECORDS

In the Olympics you pit yourself against the greats of the past as well as the champions of today. To get your competitive juices flowing, the Records option in Olympic Summer Games lists the men's World and Olympic records for the 10 events. As any Olympian can tell you, setting a new record is possible, but extremely difficult. Don't be concerned, though In Easy mode, you can grab the gold while still falling well short of a record.

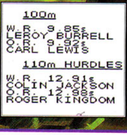


POLE VAULT

W.R. 6.14m
SERGEY BUBKA
O.R. 5.90m
SERGEY BUBKA

LONG JUMP

W.R. 8.95m
MIKE POWELL
O.R. 8.90m
BOB BEAMON

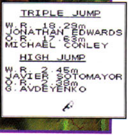


100m

W.R. 9.85s
LEROY BURRELL
O.R. 9.92s
CARL LEWIS

110m HURDLES

W.R. 12.91s
COLIN JACKSON
O.R. 12.98s
ROGER KINGDOM



TRIPLE JUMP

W.R. 18.29m
JONATHAN EDWARDS
O.R. 17.63m
MICHAEL CONLEY

HIGH JUMP

W.R. 2.45m
JAVIER SOTOMAYOR
O.R. 2.38m
G. AVDEYENKO

Atlanta '96 Schedule

Here's the official schedule for the events found in Black Pearl's Olympic Summer Games. Tune in to see how your records compare with the world's best athletes!

100M DASH

July 26 At Olympic Stadium, Olympic Ring
8:00 AM - 12:50 PM Men's/Women's 100m, 1st round
5:30 PM - 10:50 PM Men's/Women's 100m, 2nd round
July 27 At Olympic Stadium, Olympic Ring
5:30 PM - 10:45 PM Men's/Women's 100m, semifinal, final

100M/110M HURDLES

July 28 At Olympic Stadium, Olympic Ring
7:30 AM - 12:20 PM Men's 110m hurdles, 1st round
3:30 PM - 10:00 PM Men's 110m hurdles, 2nd round
July 29 At Olympic Stadium, Olympic Ring
6:00 PM - 10:30 PM Men's 110m hurdles, semifinal, final
July 31 At Olympic Stadium, Olympic Ring
9:00 AM - 1:20 PM Women's 100m hurdles, 1st round
5:15 PM - 11:00 PM Women's 100m hurdles, 2nd round

POLE VAULT

July 31 At Olympic Stadium, Olympic Ring
9:00 AM - 1:20 PM Men's pole vault, qualifying
August 2 At Olympic Stadium, Olympic Ring
6:00 PM - 10:10 PM Men's pole vault, final

LONG JUMP

July 31 At Olympic Stadium, Olympic Ring
5:15 PM - 11:00 PM Men's long jump, qualifying
August 1 At Olympic Stadium, Olympic Ring
8:00 AM - 11:35 AM Women's long jump, qualifying
August 2 At Olympic Stadium, Olympic Ring
6:00 PM - 10:10 PM Women's long jump, final

SKEET

July 26 At Wolf Creek Shooting Complex, Metro Atlanta
8:30 AM - 3:25 PM Men's skeet preliminaries
July 27 At Wolf Creek Shooting Complex, Metro Atlanta
8:30 AM - 3:15 PM Men's skeet preliminaries & final

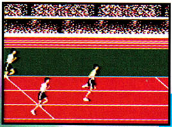
THE WHOLE WORLD IS WATCHING

Black Pearl focused on track and field, cramming eight events from Atlanta's Olympic Stadium into this hand-held pak. Skeet shooting and archery round out the offerings. Subtle differences in the game play of similar events, such as the long jump and triple jump, mirror their real-life differences. You might be a natural in some events, while having to practice endlessly in others!

OLYMPIC SUMMER GAMES™

100m DASH

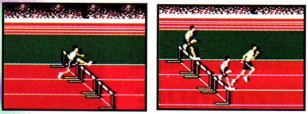
World Record: Leroy Burrell 9.85s
Olympic Record: Carl Lewis 9.92s



Can you nab the hallowed title of "World's Fastest Human?" At the crack of the starting pistol, alternate pressing the A and B Buttons while pressing Right on the Control Pad. Press Up to lean across the finish line.

110m HURDLES

World Record: Colin Jackson 12.91s
Olympic Record: Roger Kingdom 12.98s

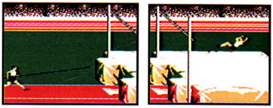


Accelerate by pressing the A and B Buttons. Leap over the hurdles by tapping Up on the Control Pad. Setting a good pace is all-important. You'll lose precious milliseconds if you have to jump while mid-stride.

POLE VAULT

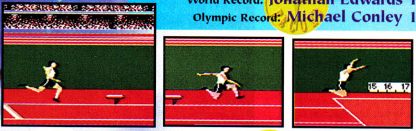
World Record: Sergey Bubka 6.14m
Olympic Record: Sergey Bubka 5.90m

Build up speed by alternately pressing the A and B Buttons. When you see the pole pit, press Down, then Up. You have a maximum of three tries at each height but can save energy by taking a pass on a round.



TRIPLE JUMP

World Record: Jonathan Edwards 18.29m
Olympic Record: Michael Conley 17.63m

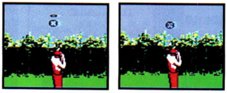


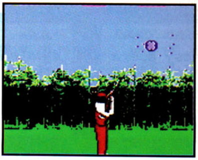
Sometimes called the hop, skip and jump, this event commands a fervent following overseas. Build up speed by alternately pressing the A and B Buttons, then press Up at the scratch line. Press Up two more times just before you land. One false jump and you'll fall flat on your face!

SKEET

World Record: Shan Zhang 200
Olympic Record: Shan Zhang 200

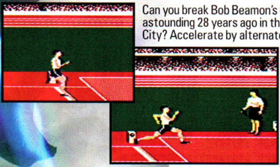
Press the B Button to pull the clay pigeon. Aim with your Control Pad, then Press B again to fire. Hitting the clay pigeon when it is flying off to the side is extremely tough. You'll miss unless it's inside your crosshairs. Give yourself as much time as possible by aiming just above the tree tops while waiting for the clay pigeon to fly.





LONG JUMP

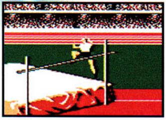
World Record: **Mike Powell 8.95m**
Olympic Record: **Bob Beamon 8.90m**



Can you break Bob Beamon's Olympic record, set an astounding 28 years ago in the rarefied air of Mexico City? Accelerate by alternately pressing the A and B Buttons, then press Up just as you reach the scratch line. Pressing Up too early will drastically cut your jump distance.

HIGH JUMP

World Record: **Javier Sotomayor 2.45m**
Olympic Record: **G. Avdeyenko 2.38m**

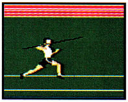


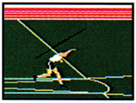
Alternately press the A and B Buttons, then press Up on the Control Pad to launch yourself over the bar. Start slowly, then speed up as you approach the bar. Because of the perspective, it can be a bit tricky gauging the best time to take to the air. Jump a half-step past the right pole.

JAVELIN

World Record: **Jan Zelezny 95.66m**
Olympic Record: **Jan Zelezny 89.66m**

Race down the track by alternating pressing the A and B Buttons. As you approach the scratch line, press Right. Avoid disqualification by rolling your thumb Left as soon as you see the scratch line.

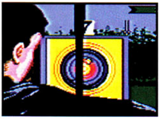


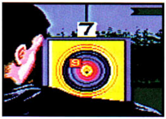


ARCHERY

World Record: **JAY BARRS 338**
Olympic Record: **JAY BARRS 338**

Aim with your Control Pad, then adjust your bow's tension by holding down the B Button while pressing Right on the Control Pad. Release the B Button to set the tension, then press it again to let your arrow fly. Keep a sharp eye on the clock and on the wind vane on top of the target.

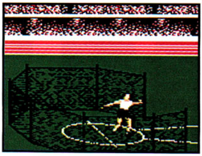




DISCUS

World Record: **Jurgen Schult 74.08**
Olympic Record: **Jurgen Schult 68.82**

This event dates back to the ancient Olympic Games in Greece. Get into a rhythm by alternating the A and B Buttons as quickly as possible. Go into your launching spin by pressing Left on the Control Pad, then roll your thumb Up and Right to release. Increase your distance by lowering your trajectory.



TRIPLE JUMP

July 27	At Olympic Stadium, Olympic Ring
9:15 AM - 2:30 PM	Women's triple jump, qualifying
5:30 PM - 10:45 PM	Men's triple jump, qualifying
July 28	At Olympic Stadium, Olympic Ring
3:30 PM - 10:00 PM	Women's triple jump, final
July 29	At Olympic Stadium, Olympic Ring
6:00 PM - 10:30 PM	Men's triple jump, final

HIGH JUMP

July 26	At Olympic Stadium, Olympic Ring
5:30 PM - 10:50 PM	Men's high jump, qualifying
July 28	At Olympic Stadium, Olympic Ring
3:30 PM - 10:00 PM	Men's high jump, final
August 1	At Olympic Stadium, Olympic Ring
8:00 AM - 11:35 AM	Women's high jump, qualifying
August 3	At Olympic Stadium, Olympic Ring
6:30 PM - 9:55 PM	Women's high jump, final

JAVELIN

July 26	At Olympic Stadium, Olympic Ring
5:30 PM - 10:50 PM	Women's javelin, qualifying
July 27	At Olympic Stadium, Olympic Ring
5:30 PM - 10:45 PM	Women's javelin, final
August 2	At Olympic Stadium, Olympic Ring
7:30 AM - 11:05 AM	Men's javelin, qualifying
August 3	At Olympic Stadium, Olympic Ring
6:30 PM - 9:55 PM	Men's javelin, final

ARCHERY

July 29	At Stone Mountain Park, Metro Atlanta
9:00 AM - 12:20 PM	Women's 1/32 eliminations
2:00 PM - 5:20 PM	Women's 1/16 eliminations
July 30	At Stone Mountain Park, Metro Atlanta
9:00 AM - 12:20 PM	Men's 1/32 eliminations
2:00 PM - 5:20 PM	Men's 1/16 eliminations
July 31	At Stone Mountain Park, Metro Atlanta
9:00 AM - 12:20 PM	Women's 1/8 eliminations
2:00 PM - 5:00 PM	Women's final
August 1	At Stone Mountain Park, Metro Atlanta
9:00 AM - 12:20 PM	Men's 1/8 eliminations
2:00 PM - 5:00 PM	Men's final

DISCUS

July 28	At Olympic Stadium, Olympic Ring
7:30 AM - 12:20 PM	Women's discus, qualifying
July 29	At Olympic Stadium, Olympic Ring
8:30 AM - 12:55 PM	Men's discus, qualifying
July 29	At Olympic Stadium, Olympic Ring
6:00 PM - 10:30 PM	Women's discus, final
July 31	At Olympic Stadium, Olympic Ring
5:15 PM - 11:00 PM	Men's discus, final

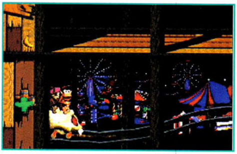
COUNSELORS' CORNER

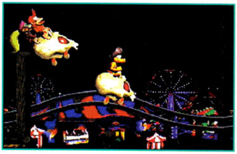
Super NES DKC 2: DIDDY'S KONG QUEST

HOW DO I WIN RICKETY RACE?

Tony Andrews

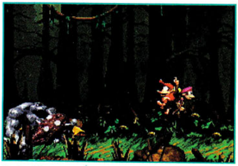
You start the Rickety Race in tenth place, but you can quickly improve your standings by rolling backwards at the beginning. As you roll to the left, you'll bounce into a barrel that shoots your cart back to the right. Hold Right on the Control Pad as you pass the nine Klanks. As long as you make your jumps, you should have no problem catching up and rolling past the rest of the pack.

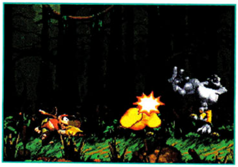

Hold Left on the Control Pad when you see the green light. You'll roll backwards into a hidden "plus" barrel at the end of the tracks.

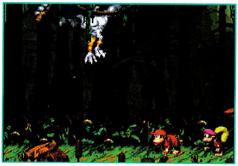

The barrel boosts Diddy and Dixie back into the race. If you time your jumps, you should have no problem finishing Rickety Race in first place.

HOW DO I DEFEAT KUDGEL?

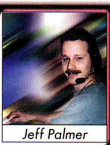
Kudgel is the last enemy in Krem Quay, the third world in the game. To defeat him, you need to give him a headache with six TNT Barrels. Kudgel likes to throw his weight around. Jump in the air before he lands or you'll be stunned by the seismic impact of his landing. While Kudgel is on the ground, grab a TNT Barrel, jump in the air, and throw it at his head. After you hit him three times, he'll change his strategy and charge at you. Run beneath him and toss another barrel at his head. If your aim is true, Kudgel will fall after three barrel blasts on the noggin.


Kudgel is a mover and a shaker, but you can stay on your feet if you jump just before he lands.


Wait for a TNT Barrel to drop into Kudgel's lair, then grab it and throw it at his ugly face.

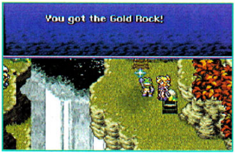

After being bonked three times, Kudgel gets tough. Run beneath his leaps as he charges.

CHRONO TRIGGER

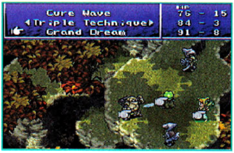

Jeff Palmer

WHERE IS THE GOLD ROCK?

Frog can catch the Gold Rock in the Denadoro Mountains after the party defeats Dalton Plus. During the journey through the mountain range, a flock of Free Lancer birds toss rocks down on your party. If Frog is leading the group, he will catch the Gold Rock. The Gold Rock allows Marle, Frog and Robo to execute the Grand Dream Triple Technique during combat.


You got the Gold Rock!

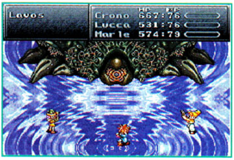
Frog catches the Gold Rock when he leads you through the Denadoro Mountains in A.D. 600.


Cure Wave
Triple Technique
Grand Dream
MP
76 - 15
84 - 3
91 - 8

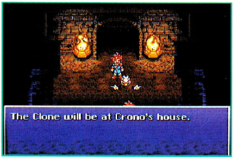
The Gold Rock gives Marle, Frog and Robo the power to execute the Grand Dream attack.

HOW DO I GET CHRONO BACK?

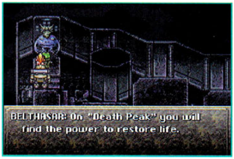
Chrono will be lost after the first battle with Lavos. To recover him, you must possess the Chrono Trigger and the Clone. You'll find the Chrono Trigger at the End of Time after defeating Dalton Plus, and you'll win a Clone if you complete the Simon Says game in the Tent of Horrors in Leene Square. When you have both items, go to the Keeper's Dome in A.D. 2300 and talk to Belthasar. He'll give you access to Death Peak, where Chrono rejoins your party.


Lavos
HP MP
Crono 667:76
Lucca 531:76
Marle 574:79

Chrono leaves the party after the first battle with Lavos, but there is a way to get him back.


The Clone will be at Crono's house.

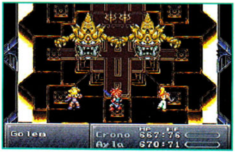
Win the Clone by successfully completing the Simon Says game in the Tent of Horrors.


BELTHASAR: On "Death Peak" you will find the power to restore life.

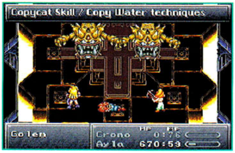
When you have the Clone and the Chrono Trigger, visit Belthasar in the Keeper's Dome.

HOW DO I DEFEAT THE GOLEM TWINS?

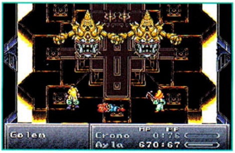
The Golem Twins reside in the Ocean Palace in 12,000 B.C. The gruesome Golems know how to mimic any magic thrown at them. If your party is wearing Blue Vests or Blue Mail, attack the twins with a water magic spell, such as Ice Sword 2 or Cube Toss. When the Golem Twins counterattack with water magic, the Blue armor transforms the spell damage into healing points for the wearer. If you have White armor, try the same strategy using lightning attacks. Each Golem has 10,000 hit points. Your party can break up the monstrous pair if your characters average at least level 35.


Golem
HP MP
Crono 667:76
Ayla 670:71

The Golem Twins live in the Ocean Palace in 12,000 B.C. Each Golem has 10,000 hit points.


Copycat Skill / Copy Water techniques
Golem
HP MP
Crono 0:76
Ayla 670:59

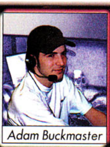
The twins mimic your magical attacks, so you'll always know which magic you're up against.


Golem
HP MP
Crono 0:76
Ayla 670:67

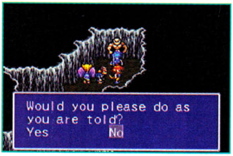
You can heal your party during a battle by wearing Blue armor and casting water magic.

BREATH OF FIRE II

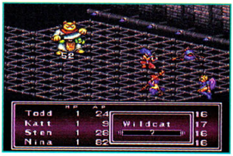
HOW DO I DEFEAT WILDCAT?


Adam Buckmaster

Wildcat is the chef at the Wildcat Restaurant west of Simafort. You need to defeat the feline to recover the Royal Ring. On your way into the restaurant, several maître d's insist that you remove your weapons and armor. If you refuse, you'll have to fight through each door. Fight it out. You need your equipment for the heated battle on the Wildcat's grill.


Would you please do as you are told?
Yes No

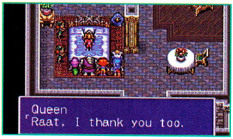
The tough maître d's insist that you leave your weapons and armor outside. Don't do it.



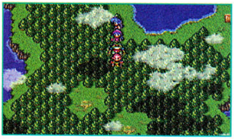
If your characters have their weapons and armor, you won't get grilled by wily Wildcat.

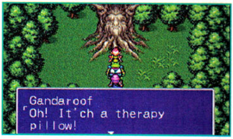
HOW DO I ENTER THE WISETREE'S MIND?

You need the Therapy Pillow and Spar in your party before you can enter the mind of the Wisetree. The Queen of Tunlan gives you the pillow after you cure her. Speak to the queen, look for the Therapy Pillow downstairs in the castle treasury, then search for the Wisetree, a huge oak growing in the center of the forest south of Simafort. If Spar leads the way, your party can walk to the base of the Wisetree. Spar understands the Wisetree's language. Use the Therapy Pillow to explore the mind of the Wisetree and cure the disease that is destroying his memory.


Queen
「Raat, I thank you too.

The Queen of Tunlan rewards your party with the Therapy Pillow after they cure her illness.

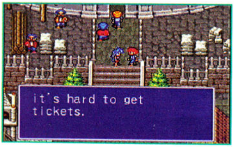

Spar knows the ways of the wilderness. Let him lead your party through the deep forests.


Gandaroof
「Oh! It'ch a therapy pillow!

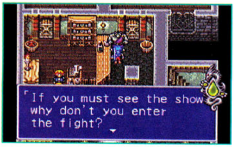
Let Spar speak to the Wisetree. Using the Therapy Pillow, you can enter the tree's mind.

HOW DO I ENTER THE COLISEUM?

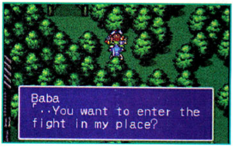
To get inside the sold-out Coliseum in Coursair, you must complete several tasks. Return to Coursair's pub at night and speak to the large creature named Rand. Rand works at the Coliseum and could get you inside if you were a famous gladiator. You learn that you can take the place of the warrior Baba if you best him in combat. Baba cuts wood in a forest north of Coursair called Tagwoods. Explore Tagwoods and challenge Baba to a fight. When you defeat him, he'll give you his axe and let you fight in his place. Return to the pub in Coursair and talk to Rand again. If Rand sees Baba's axe, he'll introduce you to his boss. In the morning you'll be able to enter the Coliseum and start your new career.


it's hard to get tickets.

Coursair's Coliseum is always sold-out. You might get inside if you were a famous gladiator.


「If you must see the show why don't you enter the fight?

Speak to Rand at Coursair's Pub during the evenings. He works at the Coliseum all day.


Baba
「··You want to enter the fight in my place?

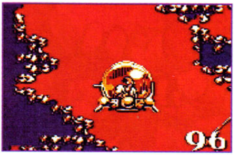
Rand tells you about Baba of Tagwoods. If you beat Baba, you can take his place in the ring.

EARTHWORM JIM

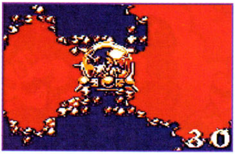
Walter Oelwein

HOW DO I COMPLETE STAGE 3?

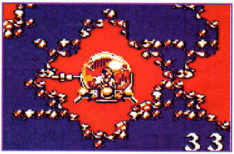
The last submarine sequence in "Down the Tube" often leaves players breathless. The trick to completing this level is finding a hidden fuel cache. After filling up at the first fuel supply, sail to the right as far as possible, then drop down until you see another passage leading back to the left. Follow it until you can sink deeper. As you drop, look for a crevice on the left side of the screen. If you wait, you'll see bubbles seep from the notch in the wall. Push left against the notch to enter a secret cavern. Load up on fuel, take a deep breath, and worm your way to the end of the stage.



The last part of Stage 3, "Down the Tube," is a breathless race-against-time in a submarine.



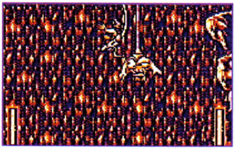
You can complete the stage with some extra fuel. Look for a small notch in the rock walls.

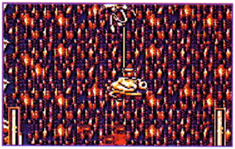


Push against the notch and touch the fuel cache. You'll now have enough fuel to finish.

HOW DO I DEFEAT MAJOR MUCUS?

Major Mucus is hanging around in Stage 4, "Snot A Problem." The object of the stage is to sever Major Mucus' bungee cord three times before he can snap your line. Avoid the walls on both sides of the screen. Your A Button triggers a special move called the Bungee Shove. Use the Bungee Shove to slam Mucus into the walls. After the Major pounds into the cliff walls six times, his cord will break.


Mucus is the major problem hanging around Stage 4, "Snot a Problem." You must snap his bungee cord three times to complete the level.


After being shoved into the wall, Major Mucus has a twirling tantrum. Wait until he's done spinning before you shove him again.

Q & A FAST FACTS

Write To:
Counselors' Corner
P.O. Box 97033
Redmond, WA 98073-9733

FINAL FANTASY III

Q: Can I control my character while fighting in the Coliseum?
A: No.

Q: How much coral do I need to give to the treasure chest at Ebot's Rock?
A: You must feed the treasure chest 22 pieces of coral.

Q: Can I block Chupon's sneeze attacks?
A: No. Defeat him before he sneezes.

A.S.P. AIR STRIKE PATROL

Q: Can I switch my aircraft's missiles?
A: No, but while in the hangar, you can choose between several aircraft that carry different weapons.

Q: How many times can I return to base and reload?
A: You can return to base as long as there is time left to complete the mission and you stay within the maximum number of sorties.

TETRIS BLAST

Q: How do I start a stage?
A: Press the A Button to drop the first piece at the beginning of every stage.

Q: How do I make a Mega-Bomb?
A: Place four bombs together in shape of a square.

Q: How do I get a password?
A: You receive a password in Contest Mode after each level you complete.

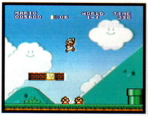
SUPER MARIO ALL·STARS™

PLAYERS CHOICE
Nintendo
MILLION SELLER
SUPER MARIO BROS.
SUPER MARIO BROS. 2
SUPER MARIO BROS. 3
SUPER MARIO BROS. THE LOST LEVELS

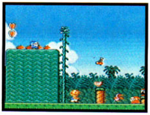
Following on the heels of The Legend of Zelda: A Link to the Past comes the latest Players' Choice release, Super Mario All-Stars. This compilation of classics includes four brick-breaking, Koopa-stomping adventures sure to delight new players and long-time fans alike. Mario and company's continuing popularity proves that quality never goes out of style!

MARIO MANIA REVISITED

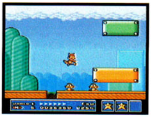
Super Mario All-Stars combines the best of games past and present, featuring the original Super Mario Bros. trilogy in an updated and upgraded package. While the layouts of the levels and the game play are unchanged, the graphics and sound have been upgraded to 16-bit, and you can now save up to four game files per title. As a bonus, this Pak also includes the original Japanese-market sequel to Super Mario Bros., now known here as Super Mario Bros.: The Lost Levels.



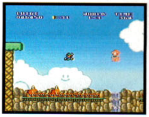
Released in 1985, Super Mario Bros. became the benchmark for video game excellence.



SMB 2 continued the series' success with more characters and a new style of play.



SMB 3 was the pinnacle of 8-bit programming and became the NES's crown jewel.



Once available only in Japan, The Lost Levels came to America as an All-Star.

ALL-STAR TIPS AND TRICKS

The Super Mario Bros. series set the standard for inventive game play, high levels of challenge and, above all, enchanting fun. It seems that no matter how many times you play these games, there's always something new to see or do. Here's a selection of tips that will help you enjoy these outstanding games to their fullest.

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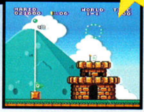
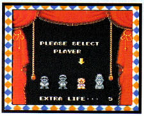
SUPER TIP 1



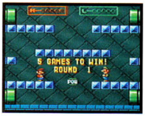
In SMB, grab on to the top of the flagpole at the end of each level. You'll be rewarded with the highest bonus available, which is 5,000 points. If the last digit on the timer is a 1, 3 or a 6 when you finish a level, you'll also be rewarded with a fireworks display.

SUPER TIP 2



Extra lives are rare in SMB2, but for every coin you collect in Sub-space, you'll get one chance to play the matching game at the end of that stage. When the symbol you want appears at the top of the slot, press B. Three cherries equals three 1-Ups!

SUPER TIP 3



If you want to take a break during a SMB 3 two-player game, place your character on a level that has already been completed and press A. You and your partner will compete in one round of the original Mario Bros. arcade game then return to the map screen.

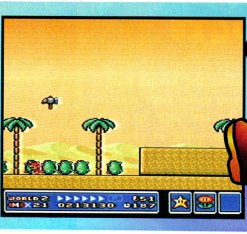
SUPER TIP 4

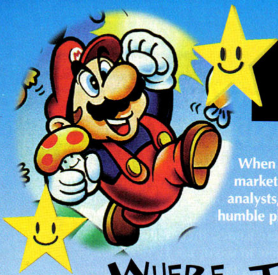
MARIO 001000
×05
WORLD A-3
TIME 375

To reach World 9 in The Lost Levels, you must save Toad in Worlds 1 through 7 and rescue the Princess in World 8. You can't use any of the warps, and you must complete all of these tasks in one play session without resetting or using the "Save & Quit" option.

FROM SEA TO SHINING SEA

The Super Mario Bros. series is a bona fide best-seller from coast to coast and beyond! Combined sales of SMB, SMB 2 and SMB 3 (not including Super Mario All-Stars) have numbered over 38 million copies. To put it another way, if you placed all those Game Pak boxes end to end, you could form a line stretching from Nintendo headquarters in Redmond, Washington to Kingston, Jamaica, nearly 3,300 miles away, and still have about 200 miles worth of boxes left over!



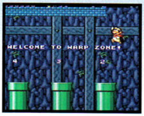


SUPER MARIO BROS.

When Super Mario Bros. was released in 1985, the U.S. home video game market was nearing total collapse. Despite dire predictions by some business analysts, SMB single-handedly jump-started the entire industry and catapulted a humble plumber to international fame. It's 8-bit graphics have been upgraded.

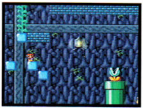
WHERE THE WARP ZONES ARE

There are several opportunities to skip entire sections, but be careful as you proceed through the levels. Unlike the later games, SMB doesn't allow the screen to scroll backward through an area.



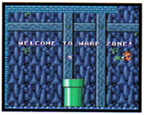
WORLD 1-2

Jump onto a high ledge and break through the ceiling bricks or ride one of the elevator platforms to the top of the screen. Run to the right past the exit pipe to find the Warp Zone. You can skip ahead to World 2, 3 or 4.



WORLD 4-2

Just to the right of the first elevator is a low section of ceiling. Jump around to reveal hidden blocks. Jump up and hit the low ceiling blocks to make a vine grow. Climb the vine and go to the right to find warps to Worlds 6, 7 and 8.

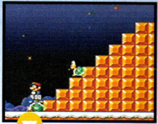


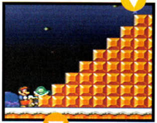
WORLD 4-2

To reach the alternate Warp Zone in World 4-2, use one of the elevators to jump on top of the ceiling bricks. Run to the right past the exit pipe to find the Warp Zone. This one will take you straight to World 5-1.

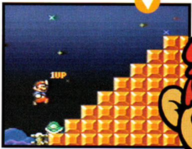
KOOPA TROOPA 1-UP TRICK

In World 3-1, defeat the first Koopa Troopa on the stairs near the flagpole. Stun the second Troopa on the bottom step. Jump on his left side, knocking him towards the step, and land on him as he rebounds. Keep knocking him back and forth without touching the ground. You'll soon be earning 1-Ups.



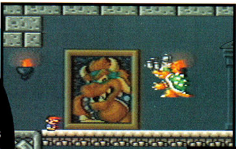


Don't be greedy! The game will freeze or reset if you try to earn more than 126 lives

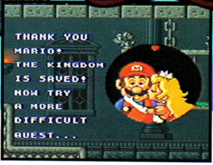


BOWSER BOOGIE

This game marks Bowser the Koopa King's first appearance. As you make your way to his chamber, enter the last pipe in each room or you'll end up going in circles. Once you reach him, you can try to blast him with fireballs or try to grab the axe at the far side of the room. Don't jump on his head!



Bowser will toss fireballs and hammers at you. When he stops throwing hammers, run up and stand in front of him. When he leaps up, make a run for the axe.



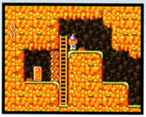
THANK YOU MARIO!
THE KINGDOM IS SAVED!
NOW TRY A MORE DIFFICULT QUEST...

SUPER MARIO BROS. 2

Originally released as "Dokki Dokki Panic" (Crazy Crazy Panic) in Japan, Super Mario Bros. 2 transported Mario and crew from the Mushroom Kingdom to Sub-con, the World of Dreams. Though many of the characters were familiar, the game play included new abilities like lifting and throwing objects and digging for power-ups.

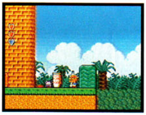
NEW GAME, NEW WARPS

Instead of pipes, you'll use Magic Potions to warp between the worlds. The Potions create doorways to another dimension, but they must be used in particular places to find the warps.



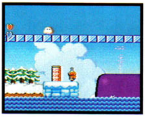
WORLD 1-1

From the start of the level, go right past ten waterfalls and pull up the first plant to get the Potion. Head to the right and create a door next to the jar. Go through the door, jump onto the jar and press Down to warp to World 4-1.



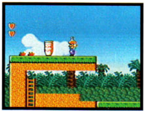
WORLD 1-3

Enter the first door. Drop down the waterfall, land on the center island and enter the door. Grab the tenth plant for a Potion, go to the jar on the right and create a door. Enter the door, hop on the jar and press Down to warp to World 5-1.



WORLD 4-2

Go up the first vine. Continue right and enter the door on the cloud. Go right then up to the top of the highest stone platform and pull up the plant. Go right to the jar, create a door and go through it. Enter the jar to warp to World 6-1.

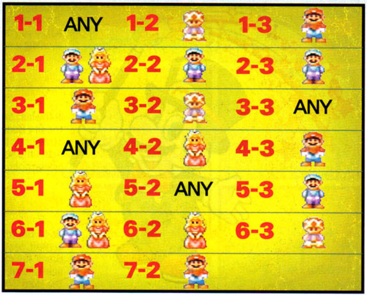


WORLD 5-3

From the start, go right and up the first ladder. Do a Super Jump to get up to the platform with the jar. Pull up the plant on the right for the Potion. Create a door next to the jar and enter it. Hop into the jar to warp to World 7-1.

RIGHT ONE FOR THE JOB

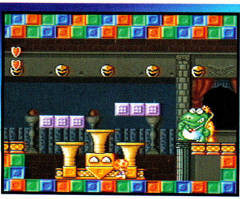
Each character has particular strengths, which might give him or her an advantage in a given level. We've listed our preferences below. Mario is a good all-around performer, the Princess and Luigi are high jumpers extraordinaire and Toad can run fast when carrying items.



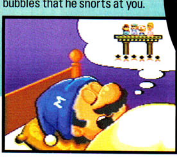
1-1	ANY	1-2		1-3	
2-1		2-2		2-3	
3-1		3-2		3-3	ANY
4-1	ANY	4-2		4-3	
5-1		5-2	ANY	5-3	
6-1		6-2		6-3	
7-1		7-2			

WART WALTZ

Wart is the name of the wily toad that is trying to crush the world of Sub-con beneath his slimy feet. Catch the vegetables that fly out of the machine and throw them at Wart when his mouth is open. Try to get behind him, since he doesn't have the strength to heave his ponderous bulk around.



Run back to the left and jump on the platforms and then jump over Wart. Watch out for the bubbles that he snorts at you.

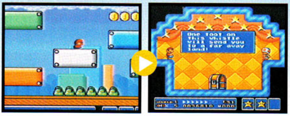


SUPER MARIO BROS. 3®

In Super Mario Bros. 3, Mario returned to the game play style that made him a legend, but it wasn't a case of "been there, done that." This time, he had a closet full of special suits that granted him amazing powers. Huge worlds, great dangers and clever bonus games and items made this the most spectacular Mario adventure of its day!

WHISTLE WHILE YOU WARP

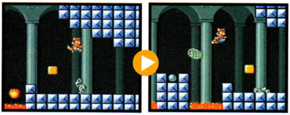
With a Warp Whistle, you can leap from World 1 to World 2, 3 or 4. From Worlds 2-6, you can leap to World 5, 6 or 7, and from World 7 you can jump to World 8.



One toot on this whistle will send you to a far away land!

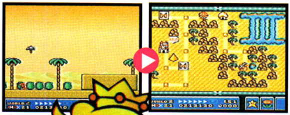
WORLD 1-3

Go to the white block past the second Boomerang Brother. Defeat the Koopa Troopa and crouch for five seconds. After you fall, run to the right (while avoiding enemies) to a secret door.



WORLD 1

In the last area of the first castle, stun the Dry Bones. Build up power and fly straight up the wall above the block. Go right until you stop. Press up to enter a hidden door.

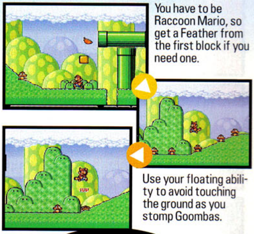


WORLD 2

Go to the top right corner of the map screen, past the pyramid and main castle. Break the rock with a Hammer from your sub-screen. Defeat the Fire Brothers for the third Warp Whistle.

GOOMBAS GALORE

In World 1-2, go past the first block and over the pipe. Avoid the Goombas until the area is filled. Jump up and bop each of the Goombas in turn without hitting the ground to earn points and then 1-Ups.

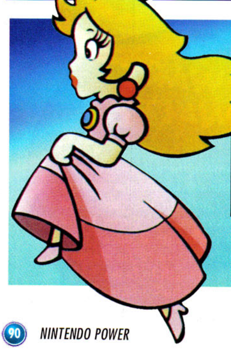


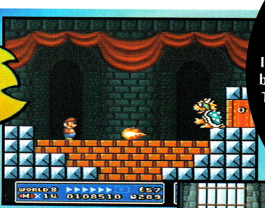
You have to be Raccoon Mario, so get a Feather from the first block if you need one.

Use your floating ability to avoid touching the ground as you stomp Goombas.

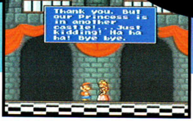
RETURN BOUT

It's time for the return bout with Bowser, but you may get lost on the way to the fight! Take the higher paths through his castle. Once you get to his lair, let him do all the work. Just avoid his fireballs and attempts to stomp you. He'll eventually break through the floor and fall to his defeat!





If you have a P-Wing, fly up the left wall of Bowser's chamber, over the top and down the right side. When you return to Bowser, he won't be able to shoot fireballs anymore!



Thank you. But our Princess is in another castle! ...Just kidding! Ha ha ha! Bye bye.

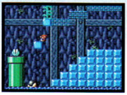
SUPER MARIO BROS. THE LOST LEVELS

Super Mario Bros.: The Lost Levels wasn't seen in North America until Super Mario All-Stars was released in 1993. While it may have been a small step backward in time, it was by no means a step backward in creativity, challenge or fun!

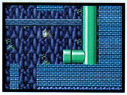
WARPING FOR FUN & PROFIT

There are eleven Warp Zones hidden throughout The Lost Levels, including some that take you backward instead of forward.

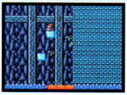
WORLD 1-2



Find the hidden block and vine past the second pipe. Climb up and go right to find a warp to World 3-1.

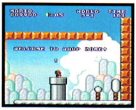


Use the elevators to get above the ceiling. Run right past the exit pipe to find the warp to World 2-1.



Go down the first pipe past the exit. Use hidden blocks to go over the wall. This warp goes to World 4-1.

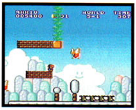
WORLD 3-1



WELCOME TO WARP ZONE!

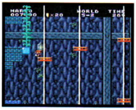
There's a springboard near the end of the level. Take a running jump at it and leap over the flagpole. Continue right until you find a pipe. This Warp Zone will transport you back to World 1-1.

WORLD 5-1



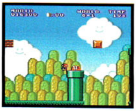
There are two platforms just before the end of the level. Hit the right brick on the upper platform to make a vine grow. Bounce off a Koopa Paratroopa if you need a boost. Go up and right to find the warp to World 6-1.

WORLD 5-2



To reach the warp to World 7-1, take another run across the ceiling past the exit pipe. To find the warp to World 8-1, jump up from the first elevator and hit the platform on the left. Climb up the vine and go right.

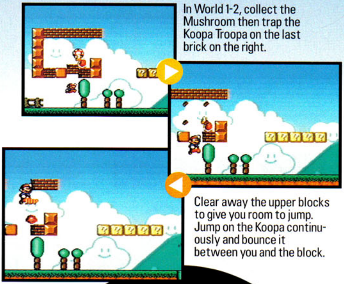
WORLD 8-1



Here's another warp that will transport you backward rather than forward. Go down the ninth pipe in the level and proceed through the underwater area. The warp at the end will take you back to World 5-1.

MORE KOOPA TROOPA TRICKS

This 1-Up trick works the same as the one in SMB, and it works with any single Koopa next to a block or stair.

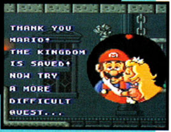


In World 1-2, collect the Mushroom then trap the Koopa Troopa on the last brick on the right.

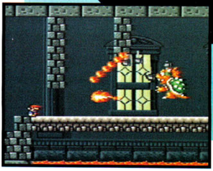
Clear away the upper blocks to give you room to jump. Jump on the Koopa continuously and bounce it between you and the block.

GO FOR GOLD

You'll encounter Bowser several times in World D-4, but you won't actually fight him. Keep moving and dodge his hammer attacks. When you see Bowser on a brick platform, run under and around him to collect a power-up.



THANK YOU
MARIO!
THE KINGDOM
IS SAVED!
NOW TRY
A MORE
DIFFICULT
QUEST...



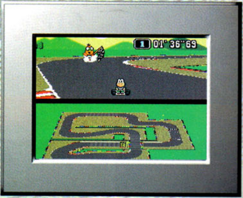
Run under Bowser when he jumps. The Princess is waiting at the end of the level, so don't dilly dally!

Only the STRONG survive in the...

ARENA

SUPER MARIO KART

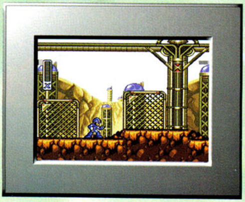
Mario fans, start your engines! Super Mario Kart is in the Battle Zone this month, and we want your best times on the Mario Circuit 2 track. Play it safe and solo in Time Trial mode or make tracks against other opponents in the Grand Prix. Send us a shot of your fastest time on Mario Circuit 2. The twenty best players take home four Super Power Stamps.



CHALLENGE #1

MEGA MAN X3

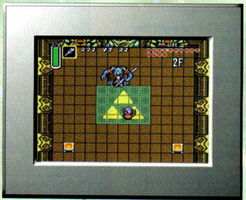
Last month Josh Ridgeway wrote to Nintendo Power Player's Pulse requesting a Mega Man challenge in Arena. You asked for it, Josh! We want to see if anyone can finish the Tunnel Rhino Stage using only the Mega Buster. Then, without starting any of the other seven stages, copy down your password and mail it in. The first twenty players to turn in correct passwords pick up four Super Power Stamps.



CHALLENGE #2

THE LEGEND OF ZELDA: A LINK TO THE PAST

This month we have a heartless challenge for Hyrulian adventurers. Can you reach Ganon with only 14 Hearts? You can't pick up any extra heart pieces. To enter the challenge, snap a photo showing your Heart total when you meet Ganon inside the Pyramid. The first twenty entries win four Super Power Stamps.



HOW DO YOU STACK UP?

There's a new way to see how your scores compare to the hottest ones ever printed on the pages of Nintendo Power: Check the comprehensive lists posted by Nintendo Power Source on America Online. Sign on to America Online and enter the keyword "Nintendo." To give you a sample of what you'll find, we're listing here the highest scores published for every Nintendo Tetris game:

TETRIS (Game Boy)

Highest Score on Game A:
Michael Schulte **Fremont, CA** **743,641**
Most Lines in Game A:
Matthew Kunofsky **Brooklyn, NY** **204 Lines**

TETRIS (NES)

Highest Score on Game A:
A. Marmelstein **New York, NY** **861,972**

TETRIS & DR. MARIO (Super NES)

Highest Scores on Game A:
Frederic Busque **Pintendre, PQ** **557,484**
Best high score in Mixed Match:
Frederic Busque **Pintendre, PQ** **352,309**

TETRIS 2 (NES)

Highest Score:
Barb Frederick **Cedar Rapids, IA** **733,350**

Can you beat what you see here? Send a shot of your score to the Arena today!

QUIZ ANSWERS FOR VOLUME 83
1) Kid Icarus 2) NHLPA Hockey '93 3) The Legend of Zelda: A Link to the Past 4) Princess Tomato in the Salad Kingdom 5) Ogre Battle

YOSHI'S ISLAND

100% Scores in World 5 (Volume 80)

Jeffy Arensmeyer	Oxford, AL
Ken Banks	Ridgecrest, CA
Andrew Bilyk	Ava, MO
Derrick Boseman	Somerset, KY
Brian Bush	Midland, TX
Frankie Caruso	Rye, NY
Jeremy Castellano	Oceanside, CA
Chun-Te Chiang	Englewood, CO
Nicolas C.B. Coffey	Charlotte, NC
Roy Deller	Pasadena, CA
Lawrence Detlor	New York, NY
Dante Dillon	Kirkland, WA
Jessica Entis	Cincinnati, OH
Matt Friess	Cheyenne, WY
Eric Goodwin	Hendersonville, TN
Addison Green	Melville, NY
Ernie Heisten IV	Broken Arrow, OK
Curtis Hilmes	Othello, WA
James Humphreys	Streamwood, IL
Stephen King III	Suquamish, WA
Brian Laughlin	Racine, WI
Jack Little	Canton, MI
Jonathan Loken	Seattle, WA
Stephen Longard	Halifax, NS
Drew Messinger-Michaels	Los Angeles, CA
Wesley Miser	Gruver, TX
Jamie Myers	Genoa, OH
Andrei Povarov	San Jose, CA
David Runyon	Pflugerville, TX
Brad Smith	St. Charles, MO
Holly Spencer	Lansing, MI
Jason Stewart	Mobile, AL
Jennifer Stoops	Benzonia, MI
Kenny Sundberg	Satellite Beach, FL
Michael Tang	Mountain View, CA
Matt Taylor	Newtown, PA
Anthony Tini	East Stroudsburg, PA
Matthew Vanston	Old Forge, PA
Michele Vargo	Allentown, PA
Vasilis Vitsas	Charlotte, NC
Ryan Voegerl	Dubois, IN
Justin Volk	Hudson, IL
Richard & Angie Watson	Spokane, WA
Mike Wilcox	Yale, MI
Michael Wu	Westminster, CA
Mark Zuneska	Central Islip, NY

YOSHI'S ISLAND

100% Scores in World 6 (Volume 81)

Jason Antoine	Reedsburg, WI
Christopher Arnaiz	Hayward, CA
Erick Baker	Columbia, SC
Louis Baudo	Brooklyn Heights, OH
Andrew Beckett	Sheboygan, WI
Andrew Benincasa	Stockton, NJ
Stan Bogumil	Endwell, NY
Brian Bush	Midlands, TX
•Derrick Boseman	Somerset, KY
Harry Brammer	Brookfield, WI
Stephen Campos	Silver Spring, MD
Eddie & Teddy Caranto	Mtn. Home AFB, ID
Rusvelto Cardona	Chicago, IL
Michelle Carey	Indian Springs, OH
Jared Castiglione	New Haven, CT
Matt Conrad	Sherborn, MA
•Roy Deller	Pasadena, CA
Chris Estes	Batesville, AR
Cassandra Friedsam	Perham, MN
Jeff Gray	Chesterfield, VA
David Halpern	Whitehall, PA
Stephen Hamilton	Springfield, OH
•Curtis Hilmes	Othello, WA
Kyle Houston	Seattle, WA
Matt Isoda	Chicago, IL
Marinos Kakouris	Fairfax, VA
Jarad Kleinberg	Harrisburg, PA
Paul Krock	Green Bay, WI
•Brian Laughlin	Racine, WI
James Ray Loewen	Isabella, OK
•Jonathan Loken	Seattle, WA
João Magalhães	Caldwell, NJ
Adam Morgenlender	Wantagh, NY
Ginger Mosely	Chicago, IL
Matt Mowdy	Pittsburg, CA
Andy Mueller	Luxemburg, WI
Chris Nelson	Morton Grove, IL
Josh Nickerson	Homer, LA
Shep Nickel	Rockville, MD
Andrew Novoa	Mandeville, LA
Jessica Nuss	Los Olivos, CA
Matt Owens	Claypool, IN
•Andrei Povarov	San Jose, CA
Matthew Powick	Augusta, GA
Jonnie Renstrom	Upland, CA
Alona Richardson	Bishop, CA
James Roane	Coldspring, TX
Emilia de Santos	Holland, PA
Ryan Scherer	Silver Springs, MD
Jasen Schiebel	Cabot, PA
Chris Sedgwick	Charlottesville, VA
Bryce Shutt	Mt. Vernon, WA
Gregory Skrabonja	Wildwood Crest, NJ
•Brad Smith	St. Charles, MO
Darren Smith	Gaithersburg, MD
Jason Stratton	Rhodes, MI
David Stroum	Augusta, GA
•Michael Tang	Mountain View, CA
Ben Taylor	Spartanburg, SC
Bobby Taylor	Reston, VA
Jason Terranova	Rye Brook, NY
Rhonda Thibodeaux	China, TX
•Anthony Tini	East Stroudsburg, PA
Chris Toyzan	Marshall, MI
Kevin Valdés	Miami, FL
Michele Vargo	Allentown, PA
•Richard & Angie Watson	Spokane, WA
Andrew Weakland	Hagerstown, MD
Joe Winiarski	West Allis, WI
Michael Wu	Westminster, CA
•Danny Zenisek	St. Charles, IL

ZOOP

Best Scores (Volume 80)

Greg Shawn	Hebron, IN	862,400
Chris Esquibel	Bishopville, SC	387,000
Andrae DeVees	New York, NY	167,300
Matt Richardson	Rochester, NY	165,800

KILLER INSTINCT

Speed Demon Times (Volume 79)

Michael Loyer	Brockville, ON	7:09
David Rothell	Roff, OK	7:13
Jason Provence	Newburgh, IN	8:36
Carlos Torres	Rio Grande, PR	8:42
Ben Sloboda	Colorado Springs, CO	8:50
Brian Grist	Antioch, CA	8:50
Daniel Newman	Amarillo, TX	8:54

DKC 2: DIDDY'S KONG QUEST

Lowest Time with 102% (Volume 80)

Chris Estes	Batesville, AR	1:43
Ali Carbo	E. Grand Forks, MN	1:45
Brian, Adrian & Steve Zareno	Carson City, NV	1:46
Nathan George	Salem, OH	1:50
Ray Cullen	Dyer, IN	1:51
Andrae DeVees	New York, NY	1:52
Brian Corado	Drexel Hill, PA	1:53
Michael Clark	Pelzer, SC	1:54
James Martarella	Rock Tavern, NY	1:55
Michael De Hart	Kent, WA	1:57
Chris Schnepp	Bethpage, NY	1:57
Donna L. Gretty	Tacoma, WA	2:02
Patrick Benjamin	Columbia, MD	2:04
Brandon Powers	North Highlands, CA	2:04
Danny & Jeffrey Dunn	Antioch, CA	2:05
Kevin Lowrey	Yokosuka, Japan	2:08
Brian Jaworski	Red Bank, NJ	2:11
Jon Gabel	Greeley, CO	2:14
Steve Wall	Muskogee, OK	2:17
Frank Yang	Andover, MA	2:17
Steven Colasanti	Rancho Cordova, CA	2:18
Scott Zelenka	Cary, NC	2:18
Ryan Duell	East Hartford, CT	2:19
Marc Dziezynski	Waterbury, CT	2:20
Graham Matthews	O'Fallen, IL	2:22
Jorge Bastidas	Reseda, CA	2:24
Jay Littlejohn	Colon, MI	2:24
Kip Nelson	Vale, OR	2:28
Travis Dixon	Sand Springs, OK	2:40
Correy Campbell	Waxhaw, NC	2:43
Joseph Runge	Newfane, VT	2:45
Moises Muñoz	Santa Barbara, CA	2:48
Jason McCullough	Big Rapids, MI	2:56
Michael Cuoco	Levittown, NY	3:03
John Lange	Alexander, VA	3:16
Ryne Schillinger	Verdale, WA	3:23
Pete Menio, III	Alameda, CA	3:29
Adam Dunn	Madison, WI	3:36
Nick Short	Indianapolis, IN	3:48
Robbie Page	Fairfield, OH	3:59
Zach Ruhe	Henderson, NE	4:04
Vincent Niou	Palo Alto, CA	4:13
Tom Bartley	Chicopee, MA	4:14
Matt Ouverson	Boone, IA	4:14
Dwayne Rogers	Barstow, CA	4:19
Paul Carlson	New Hope, MN	4:21
Kevin Hoover	Savannah, GA	4:41
Jonathan Lashier	Tempe, AZ	4:57
Eric Hansen	Mukilteo, WA	5:00

• Qualified in 2 categories

ENTER THE ARENA

Write your name, address and Member Number on the back of your photo. Challenges in this issue must be received no later than June 10, 1996. The top qualifiers receive Super Power Stamps.

Include your Super NES in the photo of your high score. Dim the lights and then take a few photos without a flash. If you're taking a photo of a Game Boy, place it on a flat surface.

Address entries to:

POWER PLAYERS' ARENA
P.O. BOX 97033
REDMOND, WA 98073-9733

Nintendo NOW PLAYING

Your Power Guide To The Latest Releases

MAY 1996

KEN GRIFFEY JR.'S WINNING RUN

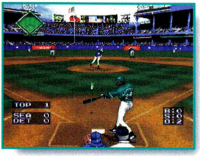
Super NES

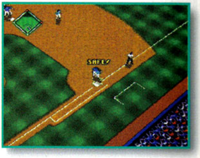
SAVE

Company ....**Nintendo**
Release Date ....**May/June 1996**
Memory Size ....**32 Megabits**

Once again, Ken Griffey Jr. scores big in the majors.

Baseball has returned for another year of great plays and excitement, but the best action may be outside the ballpark on your Super NES. Rare Ltd., the creators of Donkey Kong Country and Killer Instinct, collaborated with Nintendo of America and Ken Griffey Jr. to create the best video baseball game to date for the Super NES. With stunning ACM graphics, including realistic models of famous major league stadiums, and fluid player animation, Ken Griffey Jr.'s Winning Run captures the look of professional baseball. The Game Pak also captures the feel of America's favorite pastime with realistic play control and a full list of options. In addition to playing the 1996 schedule of your favorite team from the AL or NL, you can challenge a friend, skip straight to the World Series or take a break with the All-Star game or Home Run Derby. Gone are the arcade-like animations of the first Ken Griffey Jr. game. In their place, you'll find 3-D graphics and CD-quality sound effects. The new emphasis on statistics helps you pick a winning lineup as you manage your team in the pennant race. But best of all, Winning Run is fun to play, easy to learn, and yet it can be just as complex as the Bigs.





⊕ Excellent graphics and sound. Major League license. Great pitching and realistic fielding. Stats. Ken Griffey Jr.

⊖ No MLBPA license. A couple of stadiums missing.

LOBO

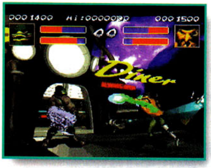
Super NES

Company ....**Ocean**
Release Date ....**May 1996**
Memory Size ....**24 Megabits**

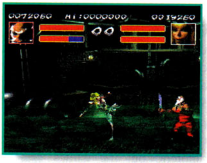
The galaxy has just become a little bit more dangerous, now that Lobo is looking for a fight.

ICON KEY

- 1-PLAYER MODE
- MULTI-PLAYER ALTERNATING
- MULTI-PLAYER SIMULTANEOUS
- PASS-WORD
- BATTERY-BACKED MEMORY
- GAME LINK
- SUPER GAME BOY ENHANCED
- SUPER FX CHIP



Lobo steps off on his rocket bike and into one brawl after another in this fighting game from Ocean of America. Six characters from the pages of DC Comics sneer at our hero until he puts his leather-clad fist in their faces. The opponents in this tournament-style fighter include Kris Krusher Kringle, Vril Dox, D Nitro, Loo and Shaola. In the single-player option, you fight as Lobo against the other five opponents. If you want to try out the other characters' moves, switch to the Practice mode. As in most fighting games, the real challenge comes from fighting an opponent. The options menu for the single-player game includes three levels of difficulty: Hard, Fraggin' and Bastich. Fighting action includes special attacks using weapons and special finishing moves. The rendered graphics don't look as sharp or as 3-D as Killer Instinct's, although a similar method was used in their creation. As for the comic book feel, Ocean included dialogue between bouts that presents a story, which is something of a departure for a fighting game. Lobo has decided to become a bounty hunter and Dox and the others become his quarry. You'll also notice that dialogue bubbles appear during the fight to add some comic color.



➕ Good sense of the Lobo character. Easy-to-learn moves.

➖ Some very slow animations. Too few characters. Can't pick character in single-player mode.

LUFIA II:
Rise of the Sinistrals

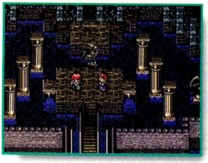
Super NES

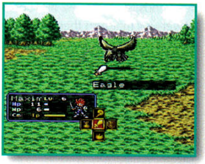
SAVE

Company ....Natsume
Release Date ....May 1996
Memory Size ....20 Megabits

The world faces the wrath of the Sinistrals in this sprawling RPG from Natsume.

The Dual Blade is resonating and the Sinistrals see it as a sign to challenge the leadership of the earth in this prequel RPG from Natsume. The story takes place prior to the events of the original Lufia. Your hero, Maxim the monster hunter, sets off on a quest to stop them. He will be joined by a party of characters and beasts, some of them fighters and others who use magic. Lufia II crosses some of the boundaries between RPGs and adventures by using a number of features that you find in games such as Legend of Zelda: A Link to the Past. Maxim can push blocks, shoot arrows, hit switches and use other skills. During the course of the game, characters teach you about new features. You can rely on Help messages throughout the game, as well. The magic system varies from most RPGs in that spells can be focused on one enemy or cast on an entire group. Spells spread over several enemies don't have the concentrated power of a single attack. In dungeons, the Skills feature lets you deal with foes in real time rather than sending you to a battle screen. Using a ring menu similar to the one used in Secret of Mana, you can choose a skill and use it against baddies or solve puzzles. One skill allows you to reset all the elements in a room so that you can attempt to solve a puzzle over and over again without leaving the room. Lufia II is filled with thoughtful touches such as this that make the game interface very friendly. For RPG and adventure fans, Lufia II is huge news. Turn to the Epic Center for part one of our strategic coverage of this game.





➕ A sprawling epic with RPG and adventure features. Player friendly. Good graphics. Lots of play value. Four slots of battery-backed memory.

➖ Play control is a bit too quick.

MOHAWK & HEADPHONE JACK

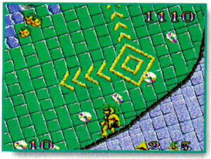
Super NES

PASS WORD

Company ....Black Pearl
Release Date ....May 1996
Memory Size ....16 Megabits

Too funky for prime time, Mohawk and HJ come unplugged in this twisted action game from Black Pearl.

The only place you'll see these semi-buzzed heroes is on the Super NES. Black Pearl picked up the title from a small developer that had been working on M&H independently. Mohawk features Mode 7 rotation and scaling effects that directly influence game play. When the main character, Mohawk, jumps at certain locations, the entire world flips around to reorient itself with new ups and



downs. The most useful scaling feature shows players the entire scope of some really humongous stages. Mohawk and his alternating play buddy, Headphone Jack, must cruise through the cavern worlds collecting enough CDs in order to find the exit. Along the way, they must deal with baddies, shifting gravity, dead ends, warp zones, and special areas where they must use power-ups that turn them into fish or unicycles. It's a tall order, but you'll have fun filling it. We begin stategic coverage of Mohawk and Headphone Jack this month and will continue with part 2 in June.

+ A unique feel. Fun, fast and funky. Passwords. Maps. Mohawks. Huge levels with warps and hidden areas.

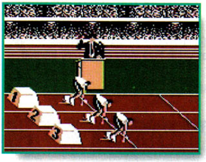
− Uneven graphic quality. A lot of space without a lot of enemies.

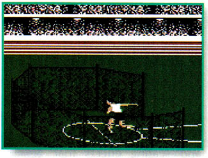
OLYMPIC SUMMER GAMES

Company ....**Black Pearl**
Release Date ....**May 1996**
Memory Size ....**4 Megabits**

You gotta love it when all the tradition and all the competition of the Olympics gets squashed into 4 megs.

Black Pearl gets the jump on this summer's Olympic-mania with this ten-event, Super Game Boy enhanced title. The events include 100 meter Dash, 110 meter Hurdles, High Jump, Long Jump, Triple Jump, Pole Vault, Javelin, Skeet Shooting, Archery, and Discus. The play control has been simplified so that common movements are the same in different events. Running, for example, requires players to rapidly alternate pressing the A and B Buttons. The game can be played in alternating mode in which one player participates in an event then passes control to the next player. In most events, such as the pole vault or long jump, this is perfectly natural. In races, however, competitors try to beat the best time. In addition to the ten events and different modes of play, the Pak includes Olympic records so that players can compete against the record. It isn't easy setting Olympic records, though. You'll have to have the finger speed of champions. This month, Power lights the flame of Olympic competition.





+ Nice graphics. Simple, consistent play control for all events.

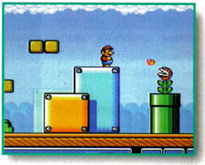
− Records are virtually impossible to beat. No battery or password to save your best scores. Repetitious music.

SUPER MARIO ALL-STARS

Company ....**Nintendo**
Release Date ....**September 1996**
Memory Size ....**32 Megabits**

Mario's classic adventures from the NES (and Japanese Famicom) step onto the Super NES stage for an encore performance.

Okay, so we're jumping the gun a bit on this title. The Player's Choice re-release of Super Mario All-Stars won't take place until September. On the other hand, you can probably still find the original Super Mario All-Stars. The packaging of the Player's choice version will look different, but the games are identical. What makes this game so valuable is that it isn't one game. You get four games for the price of one: Super Mario Bros., Super Mario Bros. 2, Super Mario Bros. 3 and The Lost Levels. All of these games first appeared for the NES back in the late 80s. The Lost Levels was released for the Famicom only in Japan. With updated, 16-bit graphics and sound, the games look and play better than ever on the Super NES. At the Player's Choice suggested retail price of $34.99, Super Mario All-Stars becomes one of the biggest values in video gamedom.



+ Four games in one for great value. Super NES graphics for classic NES games.

− The Lost Levels is the only entirely new game for North American players.

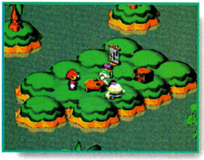
SUPER MARIO RPG: LEGEND OF THE SEVEN STARS

Company ....**Nintendo**
Release Date ....**May 1996**
Memory Size ....**32 Megabits**

Get ready for a Mario game that breaks all the rules and still ends up a winner.

ICON KEY
1-PLAYER MODE
MULTI-PLAYER ALTERNATING
MULTI-PLAYER SIMULTANEOUS
PASS-WORD
BATTERY-BACKED MEMORY
GAME LINK
SUPER GAME BOY ENHANCED
SUPER FX CHIP

Square Soft, the publisher of the Final Fantasy series of RPGs, developed this hybrid adventure for Nintendo with the help of Shigeru Miyamoto. The results are spectacular. Excellent 3-D graphics and a rich variety of game play will appeal to a much wider audience than most traditional RPGs. In fact, players will find that plenty of jumping and action skill will be required, just as in previous Mario games. The setting is the Mushroom Kingdom and neighboring lands that have been disrupted by the abrupt appearance of Smithy. This extraterrestrial villain has crashed down through the Star Road, which is the depository of all wishes. Now, seven pieces of the Star Road lay scattered over the world. Mario and his companions must collect them and defeat Smithy and his minions. Those companions include an orphan named Mallow, Princess Toadstool, an agent from the Star Road named Geno and one-time nemesis, Bowser. As Mario and his companions set out on their quest, they encounter friends and enemies both. Conflicts take place in animated battle screens. After you choose most battle options, the game carries out your command, which is pretty standard for most RPGs. But some Special Attacks require dexterity with the control pad to increase the power of your attack. In addition to that, you can double the strength of your normal attacks using the Timed Attack method. The frequent puzzles in Super Mario RPG present many challenges, some of them physical and some of them mental. But perhaps the best part of the game is that it will surprise players at almost every turn. Cameo appearances by famous video game characters such as Samus Aran and Link give this game a friendly feel. In short, it's charming, it's fun and it's truly a Mario game. Nintendo Power continues its three-part, strategic coverage of Super Mario RPG this month in the Epic Center.



- Beautiful graphics and sound. A great variety of game play. Battery backed-up memory.
- The inclusion of the term RPG in the title may be misleading. It's not just a RPG—it's an action-packed adventure.

TITLE	POWER METER RATINGS G	P	C	T	EDITOR PICKS	IDSA RATING	GAME TYPE
KEN GRIFFEY JR.'S WINNING RUN	4.0	3.2	3.8	3.7	✪✫✳✬★☆	K-A	BASEBALL
LOBO	2.9	3.0	2.2	2.5		K-A	FIGHTING
LUFIA II	3.5	3.0	3.7	4.0	✪✬★☆	K-A	RPG
MOHAWK & HEADPHONE JACK	3.3	2.7	3.5	3.5		K-A	ACTION
OLYMPIC SUMMER GAMES	3.0	2.5	3.3	3.3		K-A	SPORTS
SUPER MARIO ALL-STARS	3.9	4.2	4.0	4.1	✫✳✬☆	K-A	ACTION
SUPER MARIO RPG	4.0	3.9	4.4	4.1	✪✫✬★☆	K-A	ADVENTURE

POWER METER The Power Meter ratings are derived from evaluations on a five point scale with five being the highest score possible for a category. The categories are: G=Graphics & Sound, P=Play Control, C=Challenge, T=Theme & Fun

SYSTEM KEY ---SUPER NES ---GAME BOY ---VIRTUAL BOY

Editors If you like the same types of games as one of our Power editors, then check for his or her seal of approval above.

✪ **Scott** Sports, Simulations, Adventures	✬ **Henry** Fighting, Action, Sports
★ **Leslie** RPGs, Puzzles, Adventures	✳ **Dan** Action, Adventures, Puzzles
✫ **Jeff** Action, Sports, Fighting	☆ **Terry** RPGs, Simulations, Sports

IDSA Ratings

These Independant Digital Software Assoc. ratings reflect appropriate ages for players. The categories include: EC=Early Childhood, K-A=Kids to Adults, T=Teen (13+), M=Mature (17+), A=Adult (18+), NR=No Rating. To contact the IDSA regarding the rating system, call 1-800-771-3772.

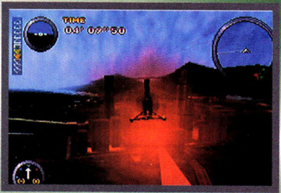
PAK WATCH

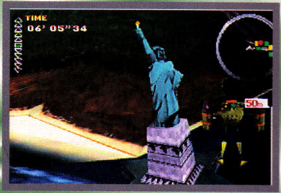
THE INSIDE SOURCE ON FUTURE GAMES

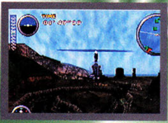
NINTENDO 64 SHOWCASE

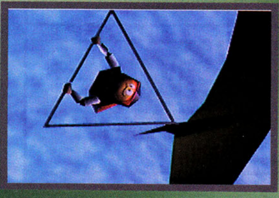
We just received the latest, hottest shots of Nintendo's first N64 games and we couldn't wait until our E3 special in next month's issue to show you. It seems that Super Mario 64 and Pilotwings 64 continue to reach new heights with every version thanks to Shigeru Miyamoto's development teams in Japan and the United States. The latest scenes from Super Mario 64 feature new areas including a desert full of quicksand whirlpools, a magic carpet ride over a rainbow, a haunted house, a hall of mirrors, a careening slide down a mountain path and a winged flight toward the sun. Mario even shows off some new skills, such as the ability to swing hand-over-hand and perform spectacular back flips. Pilotwings 64 takes players into a world that everyone can recognize, because much of the game takes place over and around the most famous landmarks in America. Piloting a gyrocopter, jet pack or hang glider, players can soar over the Statue of Liberty or dive between the glass and steel walls of Manhattan or the rocky cliffs of the Grand Canyon. Pilots will take off on missions or take to the air to perform stunts. Miyamoto has been working with the flight sim aces at Paradigm Simulations on the creation of this aerial feast. For even more sizzling shots of these games, head to Nintendo Power Source on America Online or our web site at WWW.NINTENDO.COM.

PILOT WINGS









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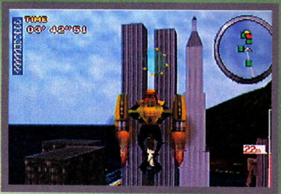
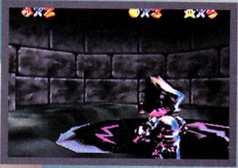
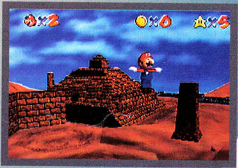
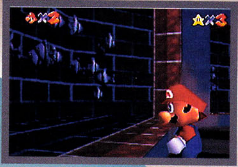
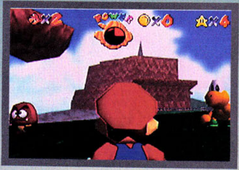


SUPER MARIO 64







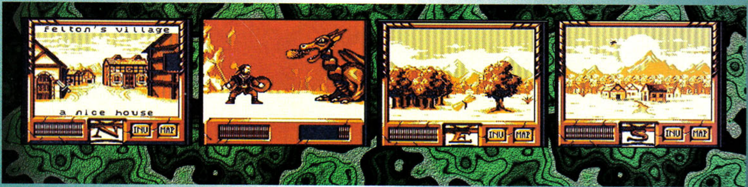


DRAGONHEART

When a mortally wounded boy is given half of a dragon's heart to heal him, the stage is set for an epic adventure on the Game Boy. But the youth, Einon, grows up to be an evil king and Sir Bowen vows to slay the dragon responsible for this. Acclaim ventures into the RPG genre with a classic little game along the lines of Obitus, combining first-person perspectives as you wander around the world with side-scrolling action in the combat sequences. As in most RPGs, you'll spend time searching out clues and performing tasks in order to earn the weapons and information that you need. With solid graphics and a simple interface system, DragonHeart should appeal to a wider audience than more complex epics. Acclaim hopes to release the game in May.

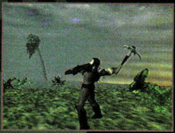
NEWS SOURCE Extra

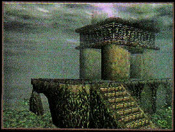
Publisher — Acclaim
Developer — Torus Games
Game Type — RPG
Film — MCA Universal
Save Feature — Password

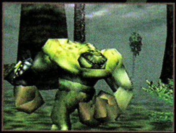


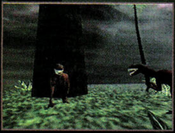
TUROK: DINOSAUR HUNTER

Acclaim recently sent Pak Watch a progress report and Beta tape on the development of Turok: Dinosaur Hunter for the Nintendo 64. As expected, the early game featured smooth animation and some cool, prehistoric creatures. The game design for Turok calls for a first-person perspective, in-the-head, which means that you see what Turok would see as opposed to seeing Turok running around. But in the tape, we saw plenty of Turok animation, and it looked great. So did the special misty effects used by Acclaim. In keeping with the swampy feeling of the setting for Turok, the developers have surrounded each area in a wall of fog. When characters emerge from the fog, you see them appearing out of the mist. In the case of huge dinosaurs like the T-Rex, that appearance can be pretty dramatic. Most of the characters appeared without much texture mapping at this early stage, but a report from two weeks after the tape was made suggests that tremendous progress has been made in this area. The one setting shown in the tape included a temple, palm trees, giant ferns, river banks, and a dozen different dinosaurs, insectoid monsters and aliens. The animation looked good on all of them. The movement of the raptors (shown here) was uncanny. Acclaim said that most of the characters were at about 40% completion. The plot of the game involves arch-villain Campaigner's plans to erase time with a secret device. Your job, of course, is to stop it so that time continues normally. All the shots shown here were taken from the video, but even so, you can see the quality.



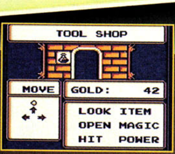


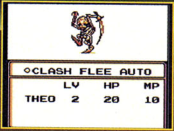




SWORD OF HOPE II

It's been said that time flies when you're having fun, which suggests that the folks at Kemco have been partying since January of 1994 when they first sent us Sword of Hope II for Game Boy. Only now is the RPG about to be released, and none too soon since the number of adventure titles for Game Boy has never been astronomical. Sword of Hope II looks and plays very much like the original game and it involves the same hero, Theo, who hails from Riccar Castle. The look and feel of Sword II is a cross between Shadowgate and Dragon Warrior. The movement is like Shadowgate and the menus are similar to those in DW. Unlike most traditional RPGs, players rely on text descriptions to find clues and items in Sword II. The action commands include: Look, Open, Hit, Item, Magic, and Power. Mapping the mazes can take patience, but fans will find loads of adventure, DW-type battles, and many hours of sword and sorcery action. Kemco will release the game this summer.


TOOL SHOP
MOVE
GOLD: 42
LOOK ITEM
OPEN MAGIC
HIT POWER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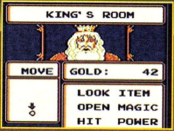
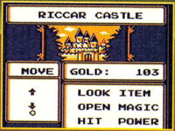
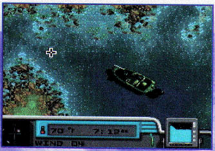

KING'S ROOM
MOVE
GOLD: 42
LOOK ITEM
OPEN MAGIC
HIT POWER


RICCAR CASTLE
MOVE
GOLD: 103
LOOK ITEM
OPEN MAGIC
HIT POWER

BASS MASTERS CLASSIC: PRO EDTION

Just the other day, your Pak Watch editors were sitting around bemoaning the fact that there hadn't been any new bass fishing games in the last few weeks when suddenly, our lines were collectively yanked by a heavyweight catch from Black Pearl. Bass Masters Classic: Pro Edition follows in the wake of last year's Bass Masters Classic, improving on almost every aspect of the original. Super NES anglers will recognize the interface at once, but the refinements to the graphics, sound and play should also stand out. More realistic fish and underwater scenes add to the excitement as you reel in prize-winning bass in multi-day tournaments. The lure-cam perspective is not realistic, of course, and bass fishing connoisseurs will shudder from the blatant pandering to the forces of fun. But let's face it, fun is better than reality, especially when reality is as uninspiring as a flopping fish. If you haven't jumped on the bass bandwagon yet, BMC: Pro Edition may be your best bet. Look for the game to appear in stores this June.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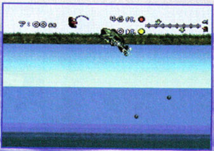
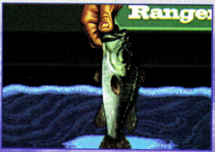
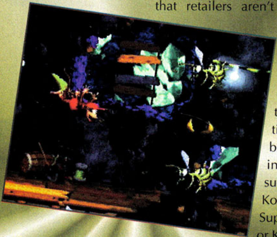




I.N.S.I.D.E.R. U.P.D.A.T.E

SUPER NES PATIENCE

You've probably noticed the number of new Super NES titles decreasing over the past few months, but that doesn't mean you won't see more hits on the Super NES later this year. Several factors have combined to create the current drought. Probably the biggest reason is that retailers aren't ordering the number of secondary titles that they once ordered. Only the biggest titles with the biggest marketing dollars, such as Donkey Kong Country 2, Super Mario RPG or Ken Griffey Jr.'s Winning Run tend to show up in the stores. The second reason for the shortage of new games is that the spring and summer have always been the slowest times of the year for video game sales. Players just don't buy a lot of games during this period, so retailers don't stock up with inventory that doesn't move. Finally, some developers have shifted some of their development resources to the Nintendo 64. In spite of the current trends, some very big titles are scheduled for release this fall. Already announced are Ultimate Mortal Kombat 3 from Williams, College Football '97 from EA Sports and Black Pearl, Maui Mallard from Disney Interactive and Kirby Super Star from Nintendo. Acclaim will announce its Super NES line-up this month at the E3 show in Los Angeles along with more major announcements from Nintendo. With 18 million Super NES control decks in North American homes, you can be sure that publishers will continue releasing their biggest hits on the Super NES for some time to come.

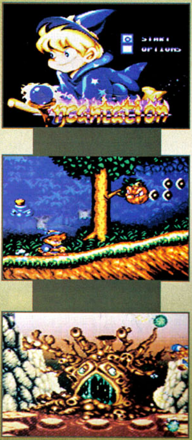


A MINI TETRIS ATTACK

Tetris Attack, the new action puzzle game from Nintendo, will appear this September for the Super NES and, we've just learned, for Game Boy, as well. The smaller version of T-Attack will have all the elements of the 16-bit game except for the split-screen, two-player option. Instead, of the split screen game, it will use the Game Link cable, so each player sees only his or her own screen. The wee Tetris Attack will be released by the holidays.

INCANTATION

This recently announced Super NES game from Titus features a friendly wizard and some very rich graphics with large characters. Once again, Titus has pulled from its hat a magical little game that is cute enough to appeal to young players, but interesting enough for everyone else. Incantation is a side-scrolling adventure in the European tradition, which means an emphasis on platform jumping action. Although it appears that it is complete at this time, Titus won't release Incantation until late this summer at the earliest.



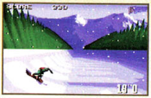
THE WINNING RUN

Ken Griffey Jr. was beaten at his own game recently during an event called Ken Griffey Jr.'s Winning Run Van Tour. While spring training was underway, the Griffey van prowled through the Cactus League in Arizona and the Grapefruit League in Florida, stopping at ballparks and challenging Major League players and baseball fans to Nintendo's new Super NES baseball game. When it came to be Junior's turn, he was doing great until he ran into Sara Blogett of Sun Valley Elementary School in Peoria, Arizona. Sara belted a 500 foot deep Home Run to send Junior packing. Said a slightly stunned Griffey, "I can't believe she beat me." Maybe it's a good thing Griffey isn't pitching for the Ms.

Winning Run

WINTER GOLD

This fall may be a good time to take a European vacation. Our reasoning is that an awesome skiing game for the Super NES called Winter Gold will hit the slopes then. We first caught wind of the game last year when it arrived at NOA for approval. Excellent polygonal graphics combine with cheek-chilling speed to give the game a sense of realism. The game includes downhill, free style, ski jump, snow boarding, bobsled and luge events. The Norwegian developer, Funcom, used the FX chip to power Winter Gold.

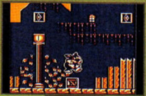


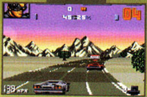
COLLEGE FOOTBALL '97

Another EA Sports hit will find a home on the Super NES this fall thanks to a deal between EA and Black Pearl. College Football '97 features top collegiate grid iron teams from across the nation. The football engine from EA is one of the best around. In addition to College Football '97, expect to see NHL '97 and PGA European Tour for the Super NES. Black Pearl also has scheduled Urban Strike for Super Game Boy to be released later this summer. A slower than expected development cycle on Urban Strike has delayed the release of that game.

TITUS THE FOX RETURNS... WITH FRIENDS

This summer, Titus plans to stock stores with a number of Game Boy titles that it has released over the past four or five years. Leading the newly packaged lineup is Titus the Fox, a friendly platform game starring Titus's namesake character. Other Game Boy titles include Lamborghini American Challenge, Blues Bros. Jukebox, Monster Max and Prehistorik Man. Titus and Lamborghini (a cool little racing game that includes an adventure element) should sell for only $19.99. In addition to the Game Boy titles, Titus will also bring back Lamborghini American Challenge for the Super NES for a special $29.99 suggested price.





RELEASE FORECAST

Super NES

BASS MASTER CLASSIC: PRO EDITION	SUMMER '96
THE BRAINIES	SPRING '96
COLLEGE FOOTBALL '97	FALL '96
INCANTATION	FALL '96
KIRBY'S SUPER STAR	FALL '96
THE LOST VIKINGS II	FALL '96
MAUI MALLARD	FALL '96
OLYMPIC SUMMER GAMES	SPRING '96
PINOCCHIO	SPRING '96
ULTIMATE MORTAL KOMBAT 3	FALL '96

Virtual Boy

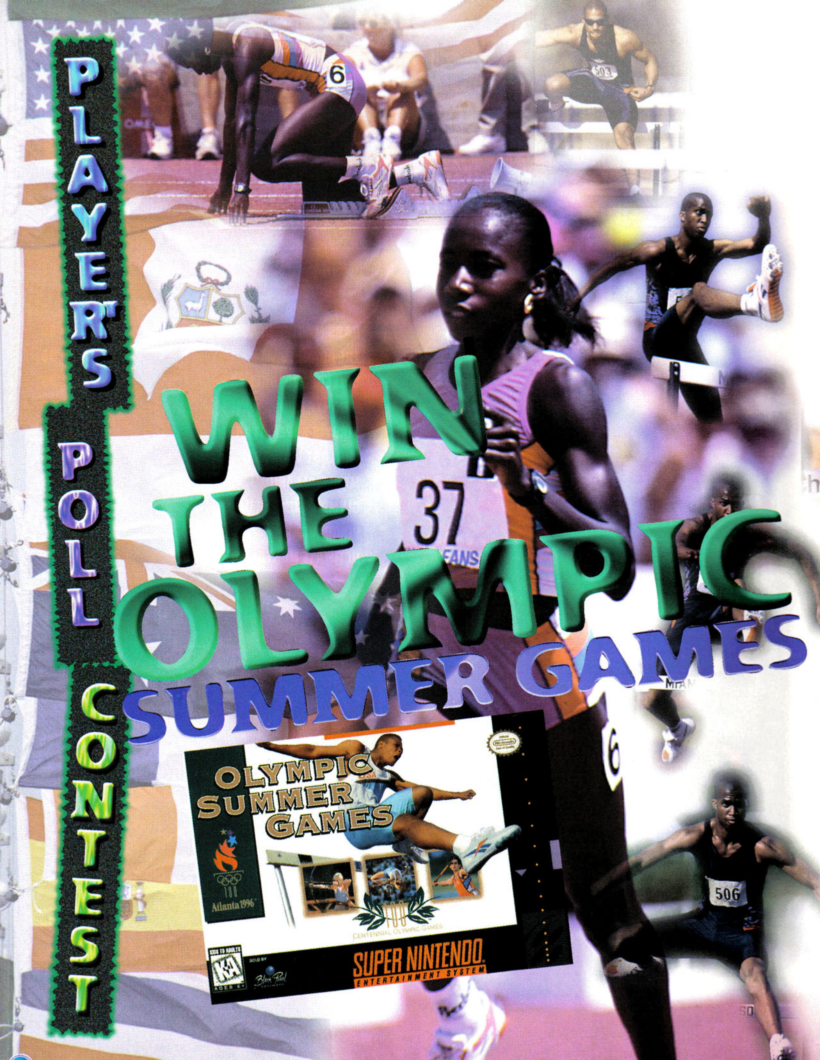
BOUND HIGH	SUMMER '96
DRAGON HOPPER	SUMMER '96

Game Boy

DRAGONHEART	SPRING '96
SWORD OF HOPE II	SUMMER '96

PLAYER'S POLL CONTEST

WIN THE OLYMPIC SUMMER GAMES


OLYMPIC SUMMER GAMES
Atlanta 1996
CENTENNIAL OLYMPIC GAMES
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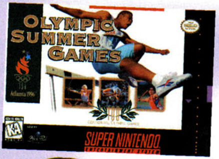
KIDS TO ADULTS
K-A
AGES 6+
SOLD BY
Black Pearl
SUPER NINTENDO
ENTERTAINMENT SYSTEM

GRAND PRIZE

WIN A TRIP TO THE 1996 ATLANTA OLYMPIC SUMMER GAMES!

- Go to the Games, courtesy of Nintendo Power.
- Train for the Games on your Super NES! Win Olympic Summer Games.



SECOND PRIZE

5 WINNERS

WIN YOUR OWN Reebok® HOSTILE TURF SHOES

- Will football ever become an Olympic sport? We don't know! But we do know that Emmitt Smith will be wearing The Reebok Hostile when he takes his cause to the 1996 Atlanta Olympic Games. Lace yours up and catch the 1996 Atlanta Olympic Games at home.
- Plus, win Olympic Summer Games for your Super NES.

THIRD PRIZE

50 WINNERS

NINTENDO POWER T-SHIRTS

Wear the colors of Team Power!

REEBOK and are registered trademarks of Reebok International Ltd.

Kim Batten, Mark Crear, Derek Adkins and Jearl Miles are competing for slots on the '96 U.S. Olympic team.

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OFFICIAL CONTEST RULES

No purchase necessary. To enter, either fill out the Player's Poll response card or print your name, address, telephone number, Vol. 84, and the answer to the trivia question on a plain 3 1/2" x 5" card. Mail your entry to this address:

NINTENDO POWER
PLAYER'S POLL VOL. 84
P.O. BOX 97062
REDMOND, WA 98073-9762

One entry per person, please. All entries must be postmarked no later than June 1, 1996. We are not responsible for lost or misdirected mail.

On or about June 10, 1996, winners will be randomly drawn from among all eligible entries. By accepting their prizes, winners consent to the use of their names, photographs, or other likenesses for the purpose of advertisements or promotions on behalf of "Nintendo Power" magazine and Nintendo of America Inc. (NOA) without further compensation. Prizes are limited to one per household. Chances of winning are determined by the total number of entries received. The ratio of prizes to entry cards distributed is 56:1,000,000. No substitution of prizes is permitted. All prizes will be awarded. To receive a list of winners, send your request to the address above after June 30, 1996.

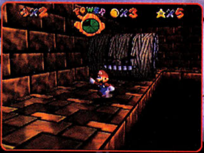
GRAND PRIZE: The Grand Prize Winner will win a trip for two to the 1996 Atlanta Olympic Games. Included in the prize are round-trip airfare, hotel accommodations, and tickets to three events to be determined by NOA. The winner must provide a written release to NOA. Estimated total value of all prizes is $5,000. Exact date of the trip is subject to determination by NOA. Some restrictions apply. Valid only in the U.S. and Canada. Void where prohibited by law. Not open to employees of NOA, its affiliates, agencies or their immediate families. This contest is subject to all federal, state and local laws and regulations.

Coming Next Issue.....

Volume 85, June 1996

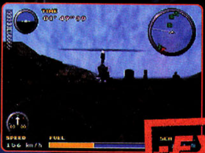
NINTENDO 64

WE'VE GOT THE GAMES!



SUPER MARIO 64

Next month we'll have an exclusive, behind-the-scenes report on the first games for the N64. The games will be on display at E3, but you'll see them here first! Don't miss it!



PILOTWINGS 64

-EXCLUSIVE-
N64! N64! N64!

Also Featured

CENTENNIAL OLYMPIC GAMES
Atlanta 1996

OLYMPIC SUMMER GAMES

Get into the spirit of the games! Olympic Summer Games for your Super NES lets you participate in the games without leaving your hometown. Catch all the action in our next issue.

Lufia II

The Review: PART 2

This month's review just gets you started. Coverage of Lufia II continues next month in the Epic Center.

Super NES

1. Addams Family Values
2. The Adventures of Batman & Robin
3. Aerobiz Supersonic
4. AAAHH!!!! Real Monsters
5. Animaniacs
6. Ardy Lightfoot
7. Bass Master II
8. Bass Masters Classic
9. Bassin's Black Bass with Hank Parker
10. Batman Forever
11. Big Sky Trooper
12. Blackthorne
13. Boogerman
14. The Brainies
15. Breath of Fire II
16. Brett Hull Hockey '95
17. Brutal: Paws of Fury
18. Bust A Move
19. Castlevania Dracula X
20. Chrono Trigger
21. Civilization
22. College Slam
23. Cutthroat Island
24. Demolition Man
25. Demon's Crest
26. Dirt Trax FX
27. Disney's Aladdin
28. Donkey Kong Country
29. Donkey Kong Country 2: Diddy's Kong Quest
30. Doom
31. Dragon: The Bruce Lee Story
32. Dragon View
33. Dragon Warrior VI
34. Drop Zone
35. EarthBound
36. Earthworm Jim
37. Earthworm Jim 2
38. Emmitt Smith Football
39. Fatal Fury Special
40. FIFA International Soccer
41. FIFA International Soccer '96
42. Final Fantasy II
43. Final Fantasy III
44. Final Fight 3
45. Frank Thomas Big Hurt Baseball
46. Frantic Flea
47. Godzilla: Destroy All Monsters
48. Grid Iron Glory
49. Home Improvement
50. Illusion of Gaia
51. Indiana Jones' Greatest Adventures
52. Jimmy Houston's Bass Tournament USA
53. Judge Dredd
54. Jungle Strike
55. Jurassic Park 2
56. Justice League Task Force
57. Kawasaki Super Bike Challenge
58. Ken Griffey Jr. Presents: MLB
59. Ken Griffey Jr.'s Winning Run
60. Killer Instinct
61. King Arthur & The Knights of Justice
62. Kirby's Dream Course
63. Kirby's Super Deluxe
64. The Legend of Zelda: A Link to the Past
65. Lemmings 2
66. The Lion King
67. Lobo
68. Looney Tunes B-ball
69. The Lost Vikings
70. The Lost Vikings II
71. Lufia II
72. Madden NFL '96
73. Mario Paint
74. Mark Davis' The Fishing Master
75. The Mask
76. Maui Mallard
77. Mechwarrior 3050
78. Mega Man X
79. Mega Man X2
80. Mega Man X3
81. Mega Man 7
82. Metal Warriors
83. Mickey Mania
84. Might & Magic III: Isles of Terra
85. Mighty Morphin Power Rangers: The Movie
86. Mohawk & Headphone Jack
87. Mortal Kombat
88. Mortal Kombat II
89. Mortal Kombat 3
90. Mutant Chronicles: Doom Troopers
91. NBA Give n Go
92. NBA Jam
93. NBA Jam Tournament Edition
94. NBA Live '95
95. NBA Live '96
96. NFL Quarterback Club '96
97. NHL '95
98. NHL '96
99. NHL Stanley Cup
100. Ninja Gaidan Trilogy
101. Nosferatu
102. Ogre Battle
103. Olympic Summer Games
104. PGA European Tour
105. PGA Tour '96
106. The Phantom 2040
107. Pitfall: The Mayan Adventure
108. Power Piggs of the Dark Age
109. Prehistorik Man
110. Primal Rage
111. P.T.O. II
112. Revolution X
113. Road Rash
114. RoboTrek
115. Romance of the Three Kingdoms IV
116. Samurai Shodown
117. Scooby Doo Mystery
118. Secret of Evermore
119. Secret of Mana
120. SimCity
121. Sink or Swim
122. The Smurfs
123. Spawn
124. Spider-Man & Venom Maximum Carnage
125. Spider-Man:The Animated Series
126. Super Mario Kart
127. Super Mario RPG
128. Star Trek: Deep Space Nine
129. Star Trek: Star Fleet Academy
130. Star Fox
131. StarGate
132. Street Fighter II Turbo
133. Stunt Race FX
134. Super Bomberman 2
135. Super Mario All-Stars
136. Super Mario Kart
137. Super Mario RPG
138. Super Mario World 2: Yoshi's Island
139. Super Metroid
140. Super Punch-Out!!
141. Super R.B.I. Baseball
142. Super Return of the Jedi
143. Super Street Fighter II
144. Swat Kats
145. Syndicate
146. Tecmo Secret of the Stars
147. Tecmo Super Bowl III: Final Edition
148. Tetris & Dr. Mario
149. Tetris Attack
150. Tiny Toons Wacky Sports
151. Top Gear 3000
152. Toy Story
153. True Lies
154. Ultimate Mortal Kombat 3
155. Uncharted Waters New Horizons
156. Uniracers
157. Urban Strike
158. War 2410
159. Waterworld
160. Wario's Woods
161. Wayne Gretzky and NHLPA All-Stars
162. WeaponLord
163. Whiz
164. WildC.A.T.S.
165. Wolverine
166. WWF Raw
167. WWF Wrestlemania: The Arcade Game
168. X-Men: Mutant Apocalypse
169. Zoop

Game Boy

170. Aladdin
171. Alien Games
172. Animaniacs
173. Asteroids/Missile Command
174. Batman: The Animated Series
175. Casino Funpak
176. Centipede/Millipede
177. College Slam
178. Contra: The Alien Wars
179. Cutthroat Island
180. Defender/Joust
181. Desert Strike
182. Donkey Kong
183. Donkey Kong Land
184. Dr. Mario
185. Earthworm Jim
186. Earthworm Jim 2
187. FIFA Soccer '96
188. Foreman for Real
189. Frank Thomas Big Hurt Baseball
190. Galaga/Galaxian
191. The Getaway
192. Judge Dredd
193. Jungle Strike
194. Jurassic Park 2
195. Killer Instinct
196. Kirby's Block Ball
197. Kirby's Dream Land
198. Kirby's Dream Land 2
199. Kirby's Pinball Land
200. The Legend of Zelda: Link's Awakening
201. The Lion King
202. Madden '96
203. Mario's Picross
204. Mega Man V
205. Metroid II: Return of Samus
206. Mortal Kombat II
207. Mortal Kombat 3
208. NBA Jam
209. NBA Jam Tournament Edition
210. NBA Live '96
211. NFL Quarterback Club '96
212. NHL Hockey '95
213. NHL '96
214. Olympic Summer Games
215. PGA Tour Invitational
216. Pocahontas
217. Primal Rage
218. Super Return of the Jedi
219. Samurai Shodown
220. Shaq Fu
221. The Smurfs
222. Space Invaders
223. Star Trek: Generations
224. Street Fighter II
225. Super Mario Land
226. Super Mario Land 2: 6 Golden Coins
227. Tetris
228. Tetris Blast
229. Tetris 2
230. Toy Story
231. True Lies
232. Vegas Stakes
233. Wario Blast
234. Wario Land: Super Mario Land
235. WWF Raw
236. Zoop

Virtual Boy

237. Bound High
238. Dragon Hopper
239. Galactic Pinball
240. Golf
241. Jack Bros.
242. Mario Clash
243. Mario's Tennis
244. Nester's Funky Bowling
245. Panic Bomber VB
246. Red Alarm
247. TeleroBoxer
248. 3-D Tetris
249. Vertical Force
250. Virtual Fishing
251. Virtual League Baseball
252. Wario Land
253. Waterworld

Other Picks

254. Cruis'n USA (N64)
255. Doom (N64)
256. Dragon Quest VI
257. Killer Instinct (N64)
258. Mission: Impossible (N64)
259. Mortal Kombat 3 (N64)
260. Nintendo 64
261. Shadows of the Empire (N64)
262. Virtual Boy
263. X-Band Modem

BACK ISSUES

These Nintendo Power issues are available individually. Add them to your collection! They contain these exciting reviews:

Volume 66 (Nov. '94): Donkey Kong Country, Sparkster, Earthworm Jim, Final Fantasy III, Indiana Jones' Greatest Adventures, Super Adventure Island II, Wild Snake, Contra: The Alien Wars (GB), Killer Instinct preview, Mortal Kombat II codes.

Volume 67 (Dec. '94): Demon's Crest, Earthworm Jim, Zero the Kamikaze Squirrel, Super Return of the Jedi, Uniracers, Tin Star, Wario's Woods, Samurai Shodown (GB), Wario Blast, Casino Funpack.

Volume 68 (Jan. '95): The Lion King, Robotrek, The Adventures of Batman & Robin, Pitfall: The Mayan Adventure, Street Racer, Star Trek: Starfleet Academy, Animaniacs, NBA Jam (GB), Daffy Duck: The Marvin Missions, Madden '95 (GB).

Volume 69 (Feb. '95): Mega Man X2, Kirby's Dream Course, The Lion King, Sports Scene, Wolverine, SeaQuest DSV, Desert Strike: Return to the Gulf (GB). Super Punch-Out!!, Donkey Kong Land preview.

Volume 70 (Mar. '95): NBA Jam Tournament Edition, Metal Warriors, Speedy Gonzalez, Tetris & Dr. Mario, Hagane, The Incredible Hulk, Bubsy II, King Arthur & The Knights of Justice preview, EarthBound preview.

Volume 71 (Apr. '95): StarGate, Spider-Man: The Animated Series, Addams Family Values, The Lion King, Sports Scene, Mario's Picross, NBA Jam Tournament Edition Code Special, Latest News on the NU 64, Secret of Evermore.

Volume 72 (May '95): Kirby's Dream Land 2, True Lies, Justice League Task Force, The Flintstones, Warlock, Porky Pig's Haunted Holiday, Fatal Fury Special, PGA European Tour (GB), Mortal Kombat III Sneak Preview, X-Band Modem, Nintendo Power Online.

Volume 73 (June '95): WeaponLord, EarthBound, Star Trek: Deep Space Nine, Dirt Trax FX, Super Turrican 2, Prehistorik Man, Jungle Strike, Rise of the Phoenix, Super NES Killer Instinct Sneak Preview, Virtual Boy, Life Fitness, NU 64 revealed.

Volume 74 (July '95): Donkey Kong Land, Judge Dredd, Nosferatu, Jungle Strike, Animaniacs (GB), Power Instinct, S.W.A.T. Kats, Power Rangers-The Movie, World Heroes 2 Jet, E3 Report, ACM Programming, Sports Scene, RPGs in Japan.

Volume 75 (Aug. '95): Virtual Boy Special, Mario's Tennis, Galactic Pinball, Teleroboxer, Mario Clash, Super Mario World 2: Yoshi's Island, Street Fighter II (GB), Phantom 2040, Ninja Gaiden Trilogy, Judge Dredd, Arcade Classics, Earthworm Jim (GB), Chrono Trigger, Secret of the Stars, Digipen Game Programming College.

Volume 76 (Sept. '95): Killer Instinct, Doom, Red Alarm, VB Golf, Castlevania: Dracula X, The Mask, Dragon: The Bruce Lee Story, Galaga/Galaxian, Donkey Kong Land 2, The Syndicate, Chrono Trigger, Romance of the Three Kingdoms IV, H. Lincoln & M. Arakawa profile.

Volume 77 (Oct. '95): Super Mario World 2: Yoshi's Island, Batman Forever, Primal Rage, AAAHH!!! Real Monsters, Mega Man 7, Vertical Force, Panic Bomber, Aladdin (GB), Civilization, Secret of Evermore, Super Mario RPG preview, Sports Scene.

Volume 78 (Nov. '95): Mortal Kombat 3, Spiderman and Venom: Separation Anxiety, Big Sky Trooper, Boogerman, Zoop, Waterworld (VB), Virtual League Baseball, Killer Instinct (GB), Super Return of the Jedi, Defender/Joust, Wizard's Realm, Secret of Evermore, NES Anniversary Celebration, Sports Scene.

Volume 79 (Dec. '95): Donkey Kong Country 2: Diddy's Kong Quest, Wario Land (VB), Waterworld, Sports Scene, WWF WrestleMania: The Arcade Game, Vegas Stakes (GB), Mortal Kombat 3 (GB), Mechwarrior 3050, Urban Strike, Shoshinkai Preview, Secret of Evermore, P.T.O. II.

Volume 80 (Jan. '96): Earthworm Jim 2, Shoshinkai Trade Show Special, Revolution X, Doomtroopers: Mutant Chronicles, Breath of Fire II, Secret of Evermore, Scooby Doo, PGA Tour 96, Final Fight 3, Jack Bros. (VB), Tetris Blast, The Getaway, Frank Thomas Big Hurt Baseball (GB).

Volume 81 (Feb. '96): Killer Instinct 2: Exclusive Arcade Coverage, Mega Man X3, Mech Warrior 3050, Toy Story, Syndicate, Nester's Funky Bowling, Donkey Kong Country 2, Prehistorik Man, Ardy Lightfoot, Sink or Swim, Sports Scene, Breath of Fire II, Dragon Quest VI.

Volume 82 (Mar. '96): Super Mario RPG, College Slam, 3-D Tetris (VB), Frantic Flea, Cutthroat Island, Super Mario Kart, NHL 96 (GB) The Smurfs (GB), Digipen Feature, Ken Griffey On-Line, Yoshi's Island, Tales of Phantasia, Nintendo Power Awards.

Volume 83 (Apr. '96): Shadows of the Empire, Power Pigs, KI 2 Arcade Special, Smurfs, Kirby's Block Ball, Earthworm Jim 2 Codes, Super Mario RPG Tips, Tactics Ogre, Pocahontas, College Slam, The Legend of Zelda A Link to the Past.

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